run 5

THE JOURNAL OF STRATEGIC STUDIES GROUP

Issue 11

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SCENARIO DESIGN CONTEST DETAILS INSIDE !

Featured in This Issue

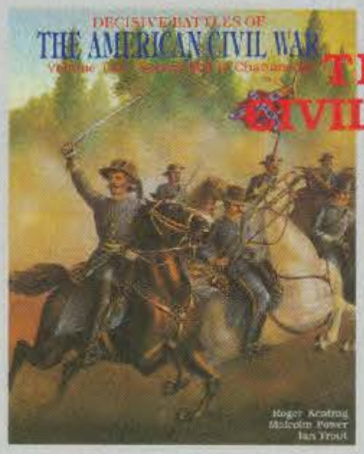
* **"Chinese Farm"** - the Israelis and Egyptians clash for control of the Suez
* **Russia Revisited** - a complete overhaul for the 1941 campaign game
* **"Saratoga"** - Burgoyne must be stopped on the Hudson
* **Stones River Refought** - the great General Keating triumphs again!

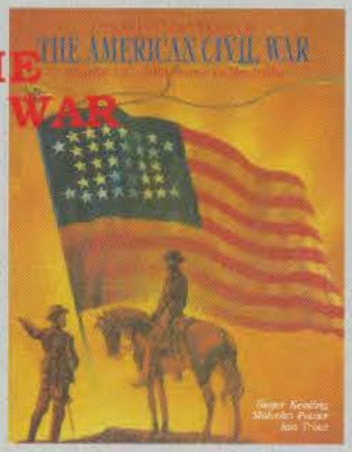
Strategic Studies Group Presents...

THE CIVIL WAR

GAINES MILL
STONES RIVER
GETTYSBURG
CHICKAMAUGA
CHATTANOOGA

Can you, standing in for Robert E. Lee, stall McClellan's Federals outside Richmond... ?
Or will you, as George Gordon Meade, stop the Army of Northern Virginia at Gettysburg and fatally turn the war against the Confederacy... ?





WILDERNESS
SPOTSYLVANIA
COLD HARBOR
ATLANTA
FRANKLIN
NASHVILLE

Can you, commanding the veterans of Robert E. Lee's Army of Northern Virginia, stop Ulysses S. Grant's Army of the Potomac from capturing Richmond... ?
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The ***Decisive Battles Game System*** lets you step into the past and command the armies which fought out these great battles. The simple menu structure which drives the game is so easy to use that you'll be issuing orders like a veteran ten minutes after booting up the disk. You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WARPLAN™**, and our unique graphics editor, **WARPAINT™**.

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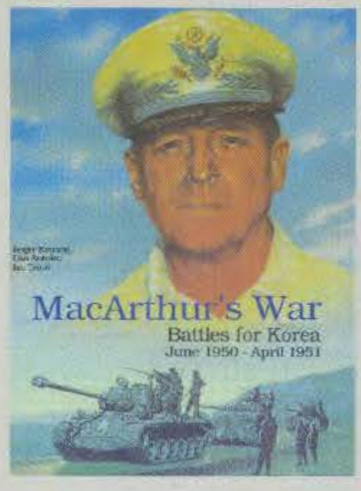
Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIgs, and Macintosh.



The Korean War

'Across the 38th'
Taejon
Naktong Bulge
Unsan
Chongchon
Chosin Reservoir
Chipyong
Imjin

The ***Battlefront Game System*** mechanics are so simple to use, you will be issuing orders like a veteran within ten minutes of assuming command.

You'll have complete control over the computer battlefield when you use the comprehensive wargame construction set, **WarPlan™**, and our unique graphics editor, **WarPaint™**.

Available now for the Apple II Family and C64/128 computers. Available early 1989 for IBM, Amiga, IIgs, and Macintosh.

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Reach for the Stars *is our all-time classic game of space exploration and conquest. The third edition contains two great games in one; the original* ***Reach for the Stars*** *and an entirely new scenario, with lots of options for advanced play. It's a four-cornered contest for domination of the galaxy and there's only one winner. The computer plays all places not taken by humans and it never gives anyone an even break.*

To win a game of ***Reach for the Stars*** you must have explored the galaxy and colonized the choicest portions. You will have expanded your industry, engaged in R&D, and produced a huge navy. This will have been employed in settling disputes with your neighbours. As always, the biggest navy gets to adjust the border.

Whatever your qualifications as a space tyrant, ***Reach for the Stars*** is guaranteed to be totally addictive. . .

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Run 5

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EDITOR'S CHANCE

Sorry

The first thing I want to do in this issue is to make an apology. I was out of line a couple of issues ago in prophesizing the imminent demise of 8-bit machines, in particular the C64. We certainly don't intend to stop developing new software for them.

Next year we will introduce two new game systems, one for the Napoleonic battlefield and the other for large-scale WWII operations. Both of these systems will be released for both Apple II and C64 machines.

Next Issue

Issue 12 will feature two ***Battlefront Game System*** scenarios and a ***Carriers at War*** scenario. We're still deciding which to use from the many excellent submissions have we received over the last year or two. Patrick J. Murphy... your time has come!

Also included will be another listing of TO&Es for Battlefront. Malcolm Power gets a chance for revenge, this time in a replay of Chinese Farm. And don't forget our ***Decisive Battles*** competition. Details are on page 23.

New Releases

Since the last issue of ***Run 5***, we have published ***Decisive Battles of the American Civil War (Vol 3)***, ***MacArthur's War*** and ***Reach for the Stars*** (Amiga). About to be published is ***Halls of Montezuma*** for both IBM and Macintosh. Roger has done the IBM version himself and it looks terrific and plays magnificently.

Coming Up

In 1989 we intend to publish a lot of games. Among them will be an operational Napoleonic game with units at brigade scale. There will be an innovative pre-battle segment which will allow players to choose the initial deployment for their troops, to plan force-marches and out-flanks, to issue new orders to their subordinates and to resolve off-map conflict.

Cavalry will get special attention as will the importance of formation and momentum.

Our new WWII campaign system which will include our revolutionary intelligence structure, **WarRoom**™, will be show-cased with the release of ***Battle of the Bulge***.

During the coming year, all of the Battlefront Game System and Decisive Battles games will be converted to IBM, Macintosh, IIGS and Amiga formats. Carriers at War is also scheduled for conversion.

The New World, a political, economic and military reconstruction of the exploitation of America is progressing. The player will be cast the role of the director of a European power's interests in the Americas. The powers are Spain, Portugal, France and England. A nice touch is that you must be careful to prevent your colonies from becoming too prosperous. Prosperity breeds independence and, for example, a breakaway United States of America will not be of much use to the English player.

SSG has signed an option with Game Designer's Workshop to produce a computer version of their best-selling ***Twilight 2000***™ Role-Playing system. A prototype should be ready by the middle of the year.

What You Can Do For Us

For a large part of its sales, SSG relies upon word-of-mouth advertising from satisfied gamers. So, if you've enjoyed one of our games, tell your friends. We want them to buy the game as well.

In North America, Electronic Arts distributes our games. They are one of the largest distributors and every software store in the United States would get some of their stock through them. If your store doesn't stock our software, tell them what great business they're missing out on!

This year we began selling in Europe through Electronic Arts (UK). They also have a huge distribution network. Similarly, ask your local store to stock our games.

Continued on p. 15

LETTERS TO THE EDITOR

It seems as though we're fighting a steadily losing battle with your letters. More come in than we publish and the stack of unused (but usable) letters gets slowly bigger.

Dear Sirs,

I recently obtained some back-issues of Run 5 and, after reading them, am convinced that not only are you folks producing the best computer wargames available, but are also committed to a remarkable product/customer support policy. The scenario creation flexibility offered by your games is unprecedented.

I have been an avid wargamer for more than twenty years and lost no time in obtaining a home computer to further the pursuit of my hobby a few years ago. As you noted in one of your past articles though, most computer games lack many of the positive attributes of traditional boardgames. The computer wargame's best features to date have been creating the "fog of war" and supplying an ever-eager opponent.

It appears that your games are going a long way to improve the state of the art in computer wargaming. I now have no choice but to give the 800XL to the kids and move up to a computer which will run your games.

Enclosed is a money order for $15.00 for a one year's subscription to Run 5. I will be sending for some scenario disks in the near future, no doubt.

Stu Merrill
New York
USA

Dear SSG,

I just purchased your Halls *of Montezuma* game and was surprised. I never knew about SSG. I have all of Roger's SSI "1985" games and enjoy them. I've seen your *CAW* at the store but I've also suffered through Grigsby's *Carrier Force* enough to convince myself that "no more boring boat games" is the best way.

In fact I think I have most all of SSI-Grigsby and thought I enjoyed playing some of them until I found SSG and *HOM*. I spent more time trying to break their copy protection, to modify the database, than playing the game. I mean, what's the use of trying to outsmart the historical generals if you have to use the same troop deployments they already lost with?

Well suffice to say that until SSI allows for scenario variations, SGG will be the supplier of wargames in my future. Random Unit "Buying" is not sufficient.

Now, I only have *HOM* at this time, but plan to buy *CAW* and *EA* soon. Can *HOM* be used to implement all of the scenarios in ***Run 5*** based on the *Battlefront* game? What about the brittleness factor?

Run 5 is an excellent publication. And the Game Design section is what I've been looking for for years. But only four issues a year?

Well, keep up the good work.

Paul M. Nations
Little Rock, Arkansas
USA

Dear Sirs,

I must say that I find your games very entertaining and are a great way to eat up those oh so boring hours when there is nothing good on the boob tube (which is about 90% of the time).

I also find ***Run 5*** a great house organ and an even better way to expand and enhance your games.

One scenario (from issue #2) even prompted me to purchase Carriers *at War*. That scenario *The Final Countdown* really has gotten my imagination going. I'm a big fan of what if and time travel type scenarios.

I couldn't help but notice some minor errors though.

1) Under displacement you have 54 for the Nimitz, the program only accepts 31.

2) Four squadrons of F-14's:

a) The *Nimitz* holds more than just the E-2A's and F-14s, there are also the A-7E's (now replaced with the F/A-18's) and A-6E's (OK you can combine the A-6's with the E-2's). It should be 2 Squadrons of F-14's and 2 Squadrons of A-7E's.

b) The F-14 is a 2 man fighter not a 1 man bomber. The A-7E is a 1 man bomber.

c) I can't say if the speed correctly approximates Mach 1 and 2+ fighters, but it may be close for combat speeds.

d) The F-14 is an all weather fighter and can fly at night, partly due to their onboard radar (both the F-14 and A-7E should have night Ops).

3) Since the advanced avionics (Computers, Radar etc.) are not approximated in *CAW* I have increased the number of planes to compensate (I've read somewhere the *Nimitz* carries 90+ planes).

I may be totally off but I have made 30 planes per squadron for 65-68. (65-66: F-14, 67-68: A-7E). While it may seem high in numbers, also remember that those planes have anti-ship missiles that would be launched beyond intercept or possibly visual range for the Japanese fleet. *CAW* does up close and personal before weapons are released.

CAW is a great game, and I would love to see some more 'what if' scenarios, perhaps concerning the further adventures of the *Nimitz* in World War II.

Also find enclosed a check for $15.00 for a year's subscription to RUN 5. Please start my subscription with issue #8.

John C. Pini
New Hyde Park, NY
USA

Continued on p. 30

THE Q STORE

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REACH FOR THE STARS
UPGRADE

At last. ***Reach for the Stars*** (3rd Ed.) is completed. If you own a second edition copy of the game, you can upgrade it to third edition **(Apple II or C64 version)**. Issue 8 contains a strategy article on the new RFTS. You must enclose the front page of the second edition rulebook and the original disk to be eligible for the upgrade.

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CHINESE FARM

Charge Across the Suez

15th - 21st October, 1973

A Scenario for the *Battlefront Game System*

by Malcolm Power and Stephen Hart

The Arab-Israeli War of 1967 brought significant changes to that area of the Middle-East and caused a re-thinking of Arab strategies. The Arab countries had been decisively defeated in the war and had lost large amounts of territory (the Sinai, the Gaza strip, the West Bank and the Golan Heights) and it became obvious that the strong American backing for Israel made her almost unassailable.

Anwar Sadat, the clever and subtle President of Egypt, was the first to realise that this strength was also a weakness in that it made Israel particularly vulnerable to Great Power intervention. He conducted an intense diplomatic campaign throughout 1971 and 1972 in an attempt to persuade the Americans to use their influence to promote a settlement.

Unfortunately, American thinking on the Middle East at this time concluded that stability in the region would best be maintained by an imbalance of power. The argument went that if Israel were completely dominant then the surrounding countries would not be able to attack her and thus peace would be maintained.

Sadat was forced to re-think his strategy and came to the conclusion that a war would have to be fought. He realised, however, that it did not have to be won. Merely, he had to win the first battle, thereby grabbing the attention of the world media and proving to the Americans that their understanding of the situation was astray.

THE YOM KIPPUR WAR

Arab planning was detailed and meticulous. The attack was to be two-pronged with Syria attacking the Golan Heights and Egypt moving across the Suez Canal into the Sinai. An Arab oil embargo would ensure that world attention focussed on the Middle East.

Planning was so good that complete surprise was achieved and the Israel

Israeli Armour
An M-60A1 Main Battle Tank

Equipment

EGYPT	
1	T-62
2	T-55
3	BTR 60
4	BMP
5	152mm Gun
6	122mm Gun
7	122mm Rckt
8	240mm Rckt
9	230mm Gun
10	Sagger
11	RPG 7
12	T-10
13	Static
ISRAEL	
15	Super M48
16	Patton
17	M-60A1
18	Super M4
19	M113
20	1/2-Track
21	M109 How
22	M107 How
23	Jeep RCL

Defence Force was caught off balance. At 1400 on 6th October, the Jewish holy day, Yom Kippur, Egypt crossed the Suez and established a fortified line all along the east bank of the canal. The Israeli Air Force was neutralised by massed SAM batteries and a series of Israeli counter-attacks on 7th-8th October were repulsed. The first that the world knew of the battle was an announcement of Egyptian victory. Sadat's plan was working perfectly.

At the other end of Israel, however, the plan was coming unstuck. The simultaneous Syrian massed tank attack had initially gone fairly well but the Golan is difficult country for tank movement and after a few days the movement was halted and reversed. Furthermore, Israel could afford almost to ignore the Egyptian frontier while she dealt with Syria, as nearly 200 km of Sinai desert separated the Egyptian forces from Israel proper.

As the Syrian position worsened, pressure on Egypt to attack again in the south increased, and on 14th October the Egyptians left their strong positions and their SAM umbrella and assaulted the Israeli position.

It was a decision they were to regret. Some 800 tanks, supported by infantry and artillery, went forward. By the end of the day, 300 tanks had been lost and the remaining forces were in disarray and retreat. On 15th the Israelis counter-attacked, planning to cross the canal, and a fierce battle developed.

CHINESE FARM

The Israeli armoured counter-attack was led by Major-General Sharon into the junction of the 2nd and 3rd Egyptian armies near a Japanese experimental farm known, with typical occidental disregard for geography, as the Chinese Farm.

The Egyptian 2nd Army succeeded in isolating Sharon's division against the east bank of the canal but support by Major-General Adan's division broke through to him and by 19th October both divisions had crossed to the west bank.

Attempts to turn north and take Ismailiya were thwarted when the Egyptians flooded the Sweet Water Canal making the ground extremely difficult and enabling their paratroops and armour to repulse the Israeli attack. Progress southwards was better and soon threatened the supply lines of the Egyptian 3rd Army, located on the east bank of the canal to the south of the Great Bitter Lake.

On the 20th, Egypt announced that a ceasefire would be acceptable and one did theoretically come into effect on 22nd but it was ignored by both sides. By 24th, when American pressure forced Israel to accept the ceasefire, the 3rd Army was cut off and in deep trouble and Adan's force had just failed an assault on Suez.

Although Sadat had lost his war, his plan was not a complete failure. He had certainly demonstrated to the Americans the fallacy of their "stability through imbalance" policy and the Egyptian army had demonstrated its ability to plan and carry through a campaign and to fight hard, even under armoured and air assaults. At Camp David his policy was vindicated when virtually all the Sinai was returned to Egyptian control.

THE SCENARIO

The Scenario presented here simulates the fighting from 15th to 21st of October - the Israeli counter-thrust following the failed Egyptian assault of 14th and the advance down the west side of the Great Bitter Lake.

As this is a relatively recent conflict, fought in a still sensitive area, some information is hard to come by, the major difficulty being detailed Orders of Battle. While the major units can be identified with certainty, many of the smaller units remain conjectural.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine onto a save-game disk, we recommend you follow these directions.

The letters in parentheses after each heading refer to the corresponding section in any of the ***Battlefront Game System*** manuals.

Preparing the disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk. If you have two disk drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select

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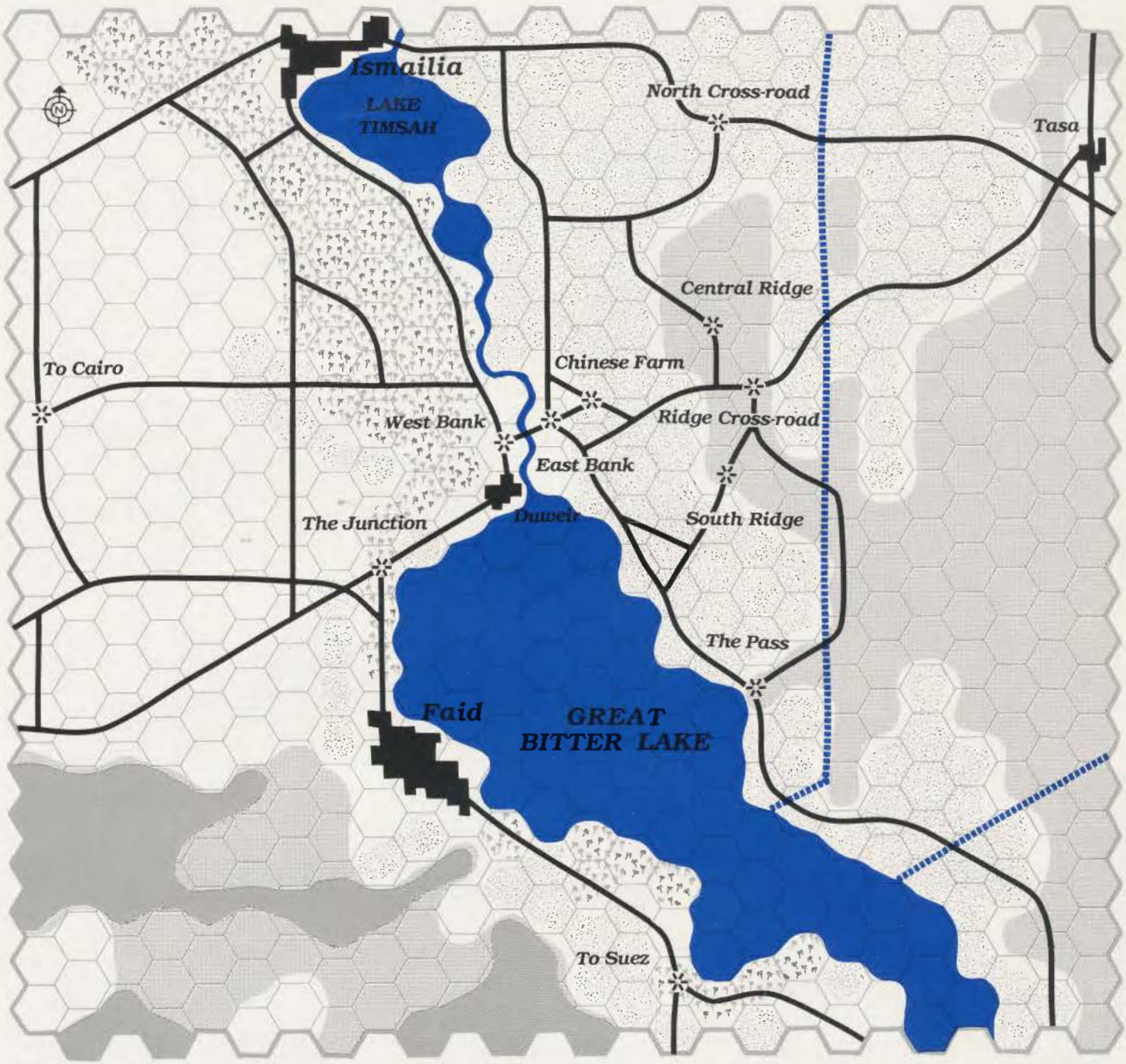
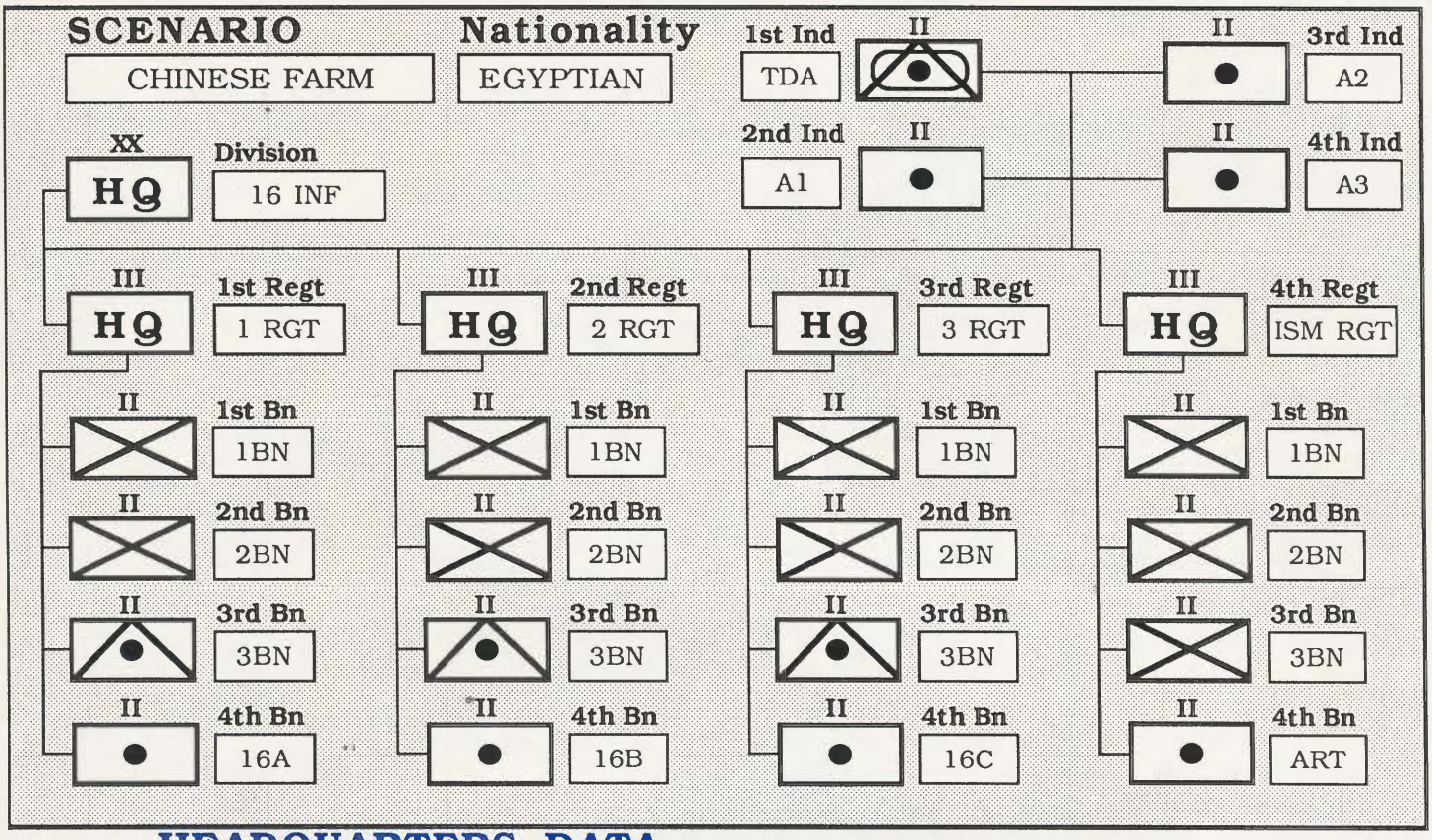
CHINESE FARM - Map



Terrain Key

LAKE	CLEAR	SAND	GROVE
BROKEN	HILLS	CITY/ URBAN	ROAD
	RIVER	BRIDGE (ROAD)	

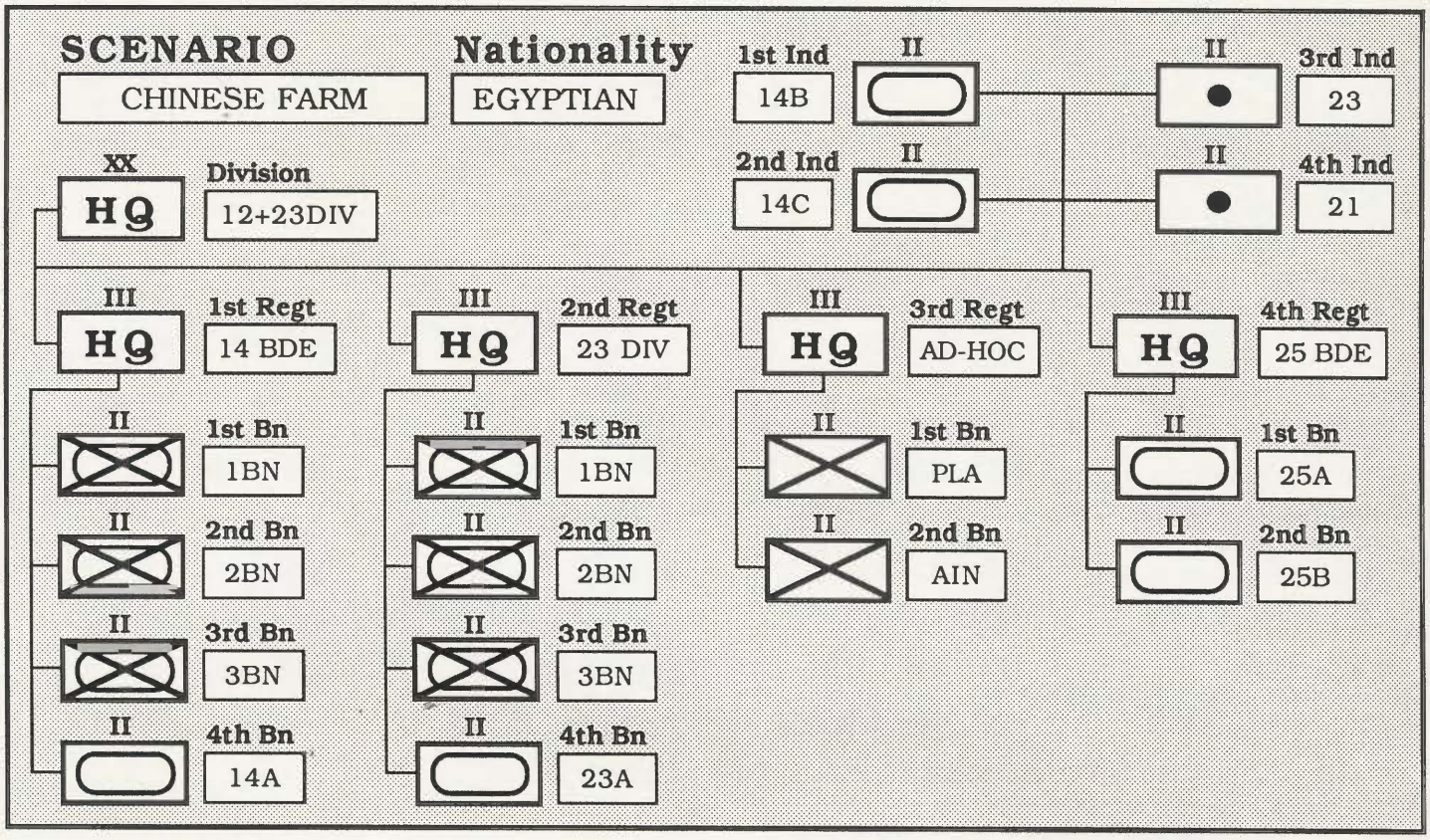


HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	16 DIV	1 RGT	2 RGT	3 RGT	ISM RGT
UNIT TYPE	[8]	INFANTRY	INFANTRY	INFANTRY	INFANTRY	GARRISON
HQ ADMIN	0-7	4	4	4	4	3
LEADERSHIP	0-7	4	4	4	4	3
HQ SUPPLY	0-7	5	5	5	5	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	9	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	13,6	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1BN	2BN	3BN	16A	1BN	2BN	3BN	16B	1BN	2BN	3BN	16C	1BN	2BN	3BN	ART	TDA	A1	A2	A3
LOCATION	(x,y)	17,1	17,3	16,3	14,3	17,4	17,6	16,6	15,5	17,7	17,8	16,7	14,7	9,0	8,0	7,0	5,0	16,2	13,4	14,6	14,5
CLASS	0-13	0	0	9	13	0	0	9	13	0	0	9	13	0	0	0	13	10	13	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	11	11	10	7	11	11	10	7	11	11	10	7	13	13	13	13	12	5	8	9
MOVEMENT	0-31	5	5	5	10	5	5	5	10	5	5	5	10	0	0	0	0	10	10	10	10
ARRIVAL	0-99	0	0	0	0	8	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
MAX STREN.	0-15	9	9	9	10	9	9	9	10	9	9	9	10	9	9	9	10	6	9	10	8
INIT. STREN.	0-15	9	9	9	10	9	9	9	10	9	9	9	10	9	9	9	10	6	9	10	8
RATING	0-15	10	10	11	9	10	10	11	9	10	10	11	9	10	10	10	9	9	10	10	15
RANGE	0-15	0	0	1	5	0	0	1	5	0	0	1	5	0	0	0	5	1	7	4	11
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	4	4	4	4	4	4	4	4	4	4	4	4	3	3	3	4	5	4	4	4
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	3	1	2	3

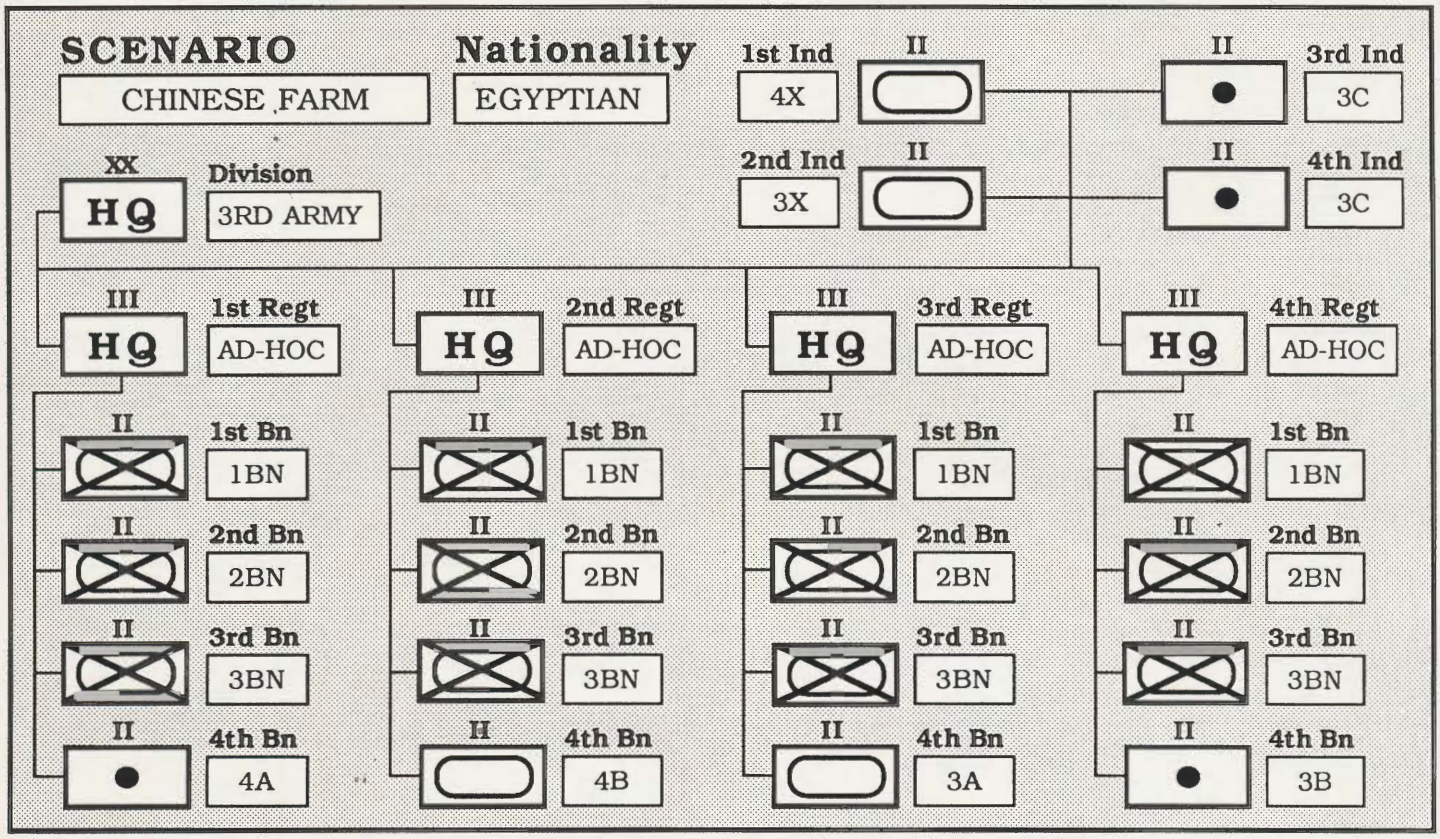


HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	21+23DIV	14 BDE	23 DIV	AD-HOC	25 BDE
UNIT TYPE	[8]	ARMOUR	ARMOUR	ARMOUR	INFANTRY	ARMOUR
HQ ADMIN	0-7	4	5	4	4	5
LEADERSHIP	0-7	4	5	5	4	6
HQ SUPPLY	0-7	5	5	4	6	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	10	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	12,4	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1BN	2BN	3BN	14A	1BN	2BN	3BN	23A	PLA	AIN			25A	25B			14B	14C	23	21
LOCATION	(x,y)	12,7	14,0	10,0	11,1	12,0	11,0	11,0	11,0	7,2	15,18			22,17	24,20			13,0	11,0	10,0	10,0
CLASS	0-13	2	2	2	11	2	2	2	11	0	0			11	11			11	11	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0			0	0			0	0	0	0
EQUIPM'T	0-31	3	3	4	2	3	3	4	1	11	11			1	1			2	2	7	6
MOVEMENT	0-31	10	10	10	10	10	10	10	10	5	5			10	10			10	10	10	10
ARRIVAL	0-99	0	0	6	3	11	11	12	13	2	2			5	5			6	9	12	7
MAX STREN.	0-15	10	10	9	12	10	10	9	12	3	3			0	0			12	12	10	6
INIT. STREN.	0-15	10	10	9	12	10	10	9	12	3	3			0	0			12	12	10	6
RATING	0-15	9	9	10	9	9	9	10	10	10	10			10	10			9	9	9	12
RANGE	0-15	0	0	1	1	0	0	1	1	0	0			1	1			1	1	5	8
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7			7	7			7	7	7	7
EXPERIENCE	0-7	5	5	5	5	5	5	5	5	4	4			6	6			5	5	4	4
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	1	1	2	1

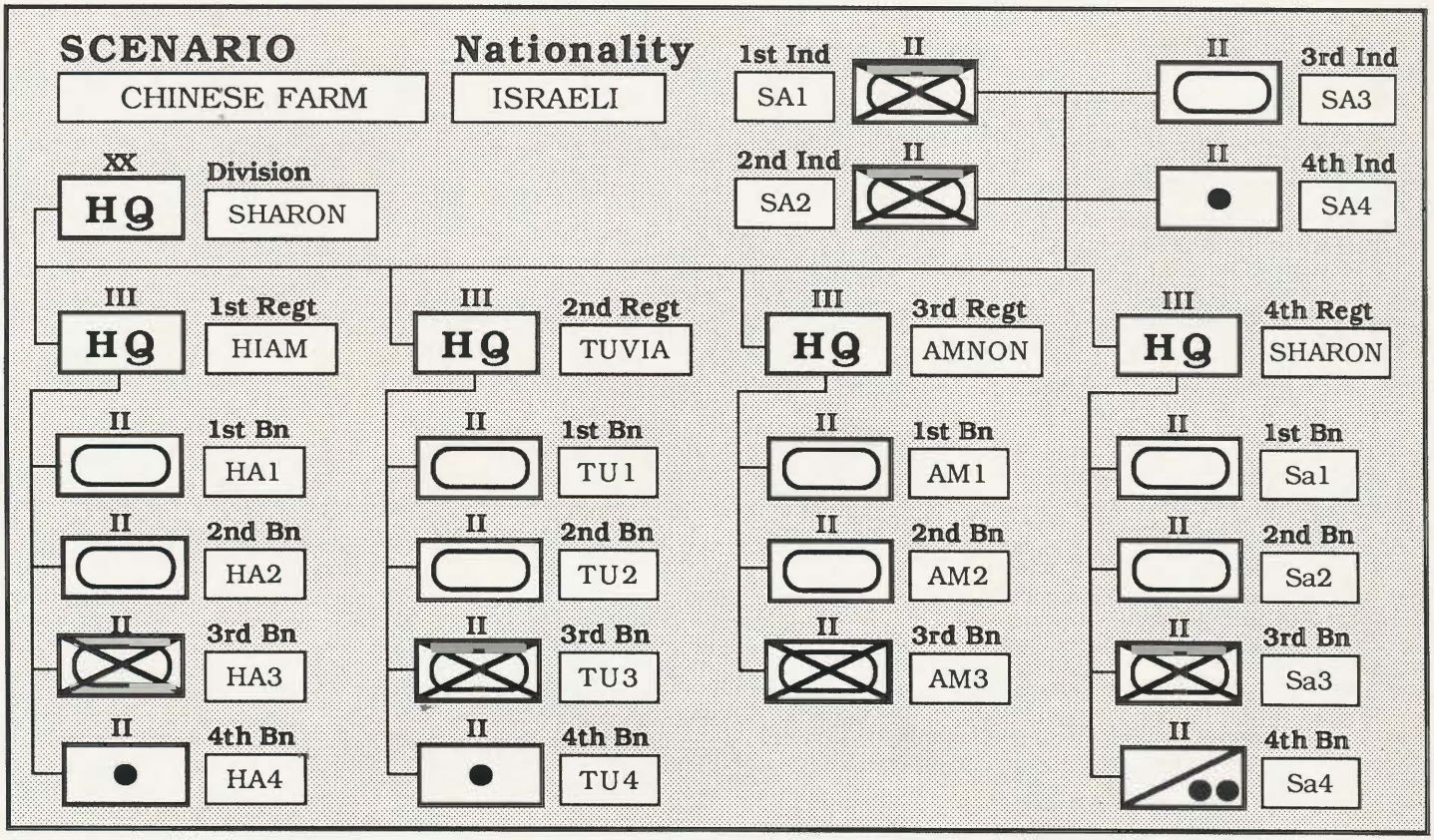


HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	3RD ARMY	AD-HOC	AD-HOC	AD-HOC	AD-HOC
UNIT TYPE	[8]	ARMOUR	ARMOUR	ARMOUR	ARMOUR	MECH INF
HQ ADMIN	0-7	5	3	4	5	4
LEADERSHIP	0-7	3	5	4	5	4
HQ SUPPLY	0-7	5	4	5	6	4
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	10	N/A	N/A	N/A	N/A
ARRIVAL	0-99	13	N/A	N/A	N/A	N/A
LOCATION	(x,y)	14,20	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	1BN	2BN	3BN	4A	1BN	2BN	3BN	4B	1BN	2BN	3BN	3A	1BN	2BN	3BN	3B	4X	3X	3C	4C
LOCATION	(x,y)	15,20	15,20	15,20	15,20	15,20	15,20	15,20	15,20	0,4	0,3	0,2	0,3	15,20	15,20	15,20	15,20	15,20	15,20	15,20	15,20
CLASS	0-13	2	2	2	13	2	2	2	11	2	2	2	11	2	2	2	13	11	11	13	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0	0
EQUIPM'T	0-31	3	3	4	7	3	3	4	2	3	3	4	1	3	3	4	5	1	2	8	5
MOVEMENT	0-31	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10	10
ARRIVAL	0-99	13	14	15	14	16	17	17	23	19	16	20	21	23	23	24	25	24	25	24	17
MAX STREN.	0-15	10	10	9	10	10	10	9	12	10	10	9	12	10	10	9	9	12	12	10	15
INIT. STREN.	0-15	10	10	9	10	10	10	9	12	10	10	9	12	10	10	9	9	12	12	10	15
RATING	0-15	9	9	10	9	9	9	10	9	9	9	10	10	9	9	10	10	10	9	10	10
RANGE	0-15	0	0	1	5	0	0	1	1	0	0	1	1	0	0	1	7	1	1	4	7
FATIGUE	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7
EXPERIENCE	0-7	5	5	5	4	5	5	5	5	5	5	5	5	5	5	5	4	5	5	4	4
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	4	4	2

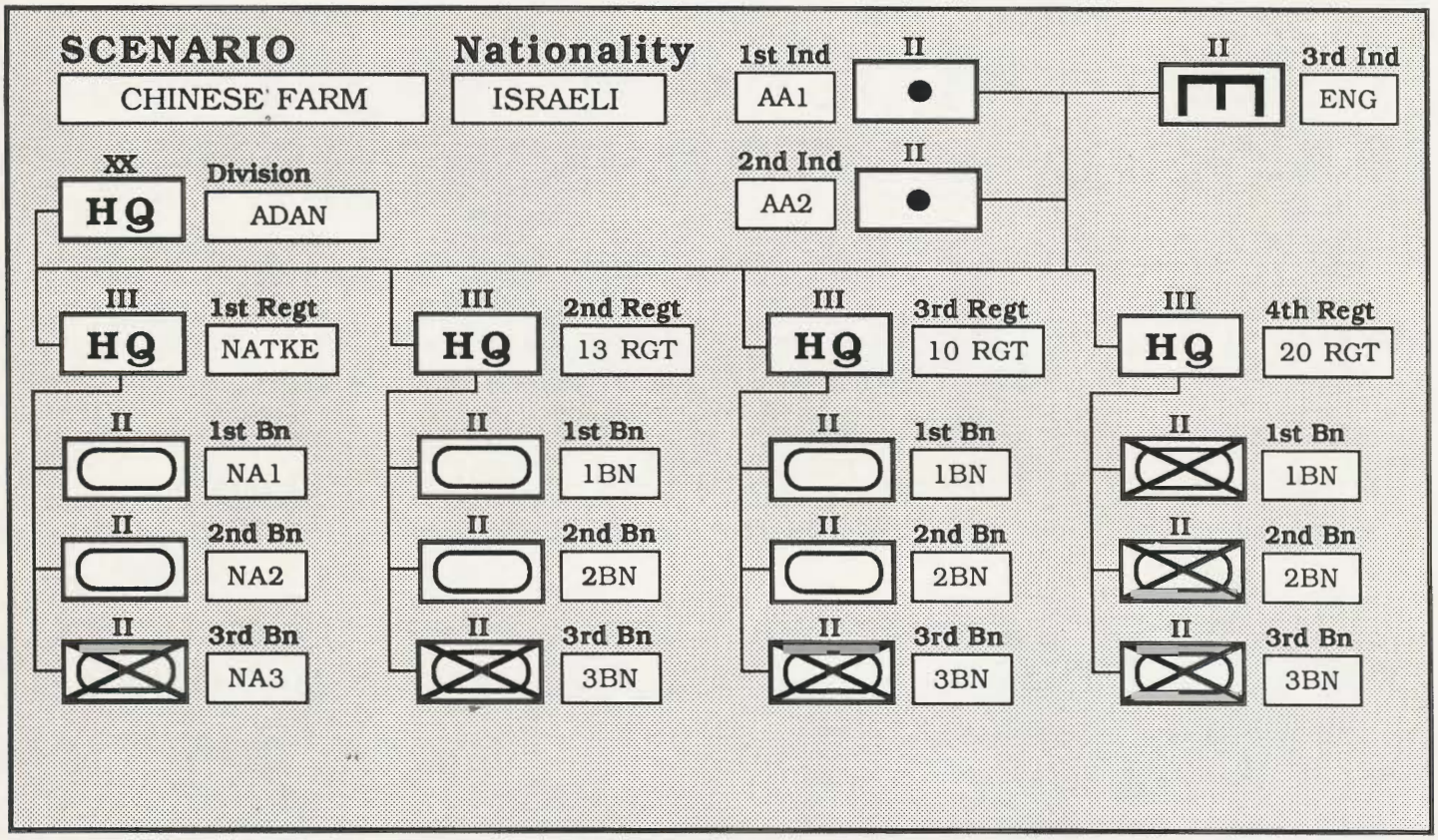


HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	SHARON	HIAM	TUVIA	AMNON	SHARON
UNIT TYPE	[8]	ARMOUR	ARMOUR	ARMOUR	ARMOUR	ARMOUR
HQ ADMIN	0-7	7	6	6	7	7
LEADERSHIP	0-7	7	6	6	7	7
HQ SUPPLY	0-7	5	6	6	6	6
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	10	N/A	N/A	N/A	N/A
ARRIVAL	0-99	0	N/A	N/A	N/A	N/A
LOCATION	(x,y)	21,6	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	HA1	HA2	HA3	HA4	TU1	TU2	TU3	TU4	AM1	AM2	AM3		Sa1	Sa2	Sa3	Sa4	SA1	SA2	SA3	SA4
LOCATION	(x,y)	19,1	19,2	20,2	21,2	19,4	19,5	20,5	21,4	19,6	19,7	20,7		18,16	19,15	20,16	19,16	21,5	20,6	20,8	22,5
CLASS	0-13	11	11	2	13	11	11	2	13	11	11	2		11	11	2	6	2	2	11	13
MODE	0-3	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	0
EQUIPM'T	0-31	15	16	19	21	17	16	19	21	16	16	19		17	16	19	23	19	19	16	22
MOVEMENT	0-31	10	10	9	10	10	10	9	10	10	10	9		10	10	9	12	9	9	10	10
ARRIVAL	0-99	0	0	0	0	0	0	0	0	0	0	0		0	0	0	0	0	0	0	0
MAX STREN.	0-15	8	8	9	6	8	8	9	6	8	8	9		8	8	9	6	9	9	8	4
INIT. STREN.	0-15	8	8	9	6	8	8	9	6	8	8	9		8	8	9	6	9	9	8	4
RATING	0-15	14	13	9	10	14	13	9	10	13	13	9		14	14	10	10	9	9	13	13
RANGE	0-15	1	1	0	5	1	1	0	5	1	1	0		1	1	0	1	0	0	1	9
FATIGUE	0-7	7	7	7	7	7	7	7	7	5	7	7		7	7	7	7	7	7	7	7
EXPERIENCE	0-7	6	6	6	5	6	6	6	5	6	6	6		7	7	7	7	6	6	6	5
ATTACHM'T	0-4	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A		N/A	N/A	N/A	N/A	3	3	3	3



HEADQUARTERS DATA

FORMATION		XX HQ	1/RHQ	2/RHQ	3/RHQ	4/RHQ
HQ I.D.	[8]	ADAN	NATKE	13 RGT	10 RGT	20 RGT
UNIT TYPE	[8]	ARMOUR	ARMOUR	ARMOUR	ARMOUR	MECH.INF
HQ ADMIN	0-7	6	7	7	7	7
LEADERSHIP	0-7	6	7	6	6	6
HQ SUPPLY	0-7	6	7	7	7	7
BRITTLE	0-1	0	0	0	0	0
MOVEMENT	0-31	5	N/A	N/A	N/A	N/A
ARRIVAL	0-99	5	N/A	N/A	N/A	N/A
LOCATION	(x,y)	5	N/A	N/A	N/A	N/A

BATTALION DATA

FORMATION	II/III	1/1	2/1	3/1	4/1	1/2	2/2	3/2	4/2	1/3	2/3	3/3	4/3	1/4	2/4	3/4	4/4	1/-	2/-	3/-	4/-
UNIT I.D.	[3]	NA1	NA2	NA3		BN1	BN2	BN3		BN1	BN2	BN3		BN1	BN2	BN3		AA1	AA2	ENG	
LOCATION	(x,y)	19,14	19,13	20,14		25,3	25,3	25,3		25,3	25,3	25,3		25,3	25,3	25,3		25,3	25,3	25,3	
CLASS	0-13	11	11	2		11	11	2		11	11	2		2	2	2		13	13	7	
MODE	0-3	0	0	0		0	0	0		0	0	0		0	0	0		0	0	0	
EQUIPM'T	0-31	15	16	19		16	16	20		16	18	20		20	20	20		21	22	19	
MOVEMENT	0-31	10	10	9		10	10	10		10	10	10		10	10	10		10	10	9	
ARRIVAL	0-99	6	6	6		11	11	11		12	12	12		13	13	14		12	13	7	
MAX STREN.	0-15	8	8	9		8	8	9		8	8	9		9	9	9		6	4	12	
INIT. STREN.	0-15	8	8	9		8	8	9		8	8	9		9	9	9		6	4	12	
RATING	0-15	14	13	9		13	13	8		13	11	8		8	8	8		10	13	10	
RANGE	0-15	1	1	0		1	1	0		1	1	0		0	0	0		5	9	0	
FATIGUE	0-7	7	7	7		7	7	7		7	7	7		7	7	7		7	7	7	
EXPERIENCE	0-7	7	7	7		6	6	6		6	6	6		6	6	6		5	5	6	
ATTACHM'T	0-4	N/A	N/A	N/A		N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	N/A	2	2	1	

CHINESE FARM - Briefing

AXIS	ALLIED
SIDE [16]: EGYPT	SIDE [16]: ISRAEL
CORPS [16]: 2nd & 3rd Armies	CORPS [16]: Taskforce Sharon
COMMANDER [16]: Maj. Gen. Mamoun	COMMANDER [16]: Gen. Sharon

DAY	NIGHT	SUPPORT	DAY	NIGHT
10	5	QUANTITY (0-99)	20	5
2	2	RELIABILITY (0-3)	3	3
9	8	RATING (0-15)	12	10

AIR SUPERIORITY (0-7)

STATUS = 6
RELIABILITY = 5

STRONG ISRAELI
DEPENDABLE

SCENARIO [16]
Chinese Farm

BRIEFING [26]
Operation Gazelle
15-21 October, 1973

(0-3)	START =	0	am 15th October 1973
(1-31)	DATE =	15	
(1-12)	MONTH =	10	
(0-99)	YEAR =	73	
(0-20)	CENTURY =	19	
(1-16)	LENGTH =	7	
(0-3)	WEATHER =	3	CLEAR
(0-7)	FORECAST =	7	CLEARING
(0-7)	CLIMATE =	3	ARID
(0-31)	MECH MIN =	10	

BRITTLENESS		NIGHT CAPABLE	
(0-9)	AXIS = 0 %	(0-1)	AXIS = 0
(0-9)	ALLIED = 0 %	(0-1)	ALLIED = 1

CHINESE FARM - Terrain Effects Chart

TERRAIN CODE (T0-T15)	TERRAIN NAME [10]	TERRAIN COSTS PER HEX		ATTACK EFFECTS		
		MECH (0-31)	NON-MECH (0-31)	ARM (0-7)	ART (0-7)	INF (0-7)
T0	Lake	0	0	0	0	0
T1	Clear	2	2	7	7	7
T2	Sand	4	4	5	6	7
T3	Grove	3	3	4	5	6
T4	Broken	4	4	2	5	4
T5	-	-	-	-	-	-
T6	Hills	8	5	1	4	5
T7	-	-	-	-	-	-
T8	-	-	-	-	-	-
T9	Urban	3	3	2	3	6
T10	-	-	-	-	-	-
T11	-	-	-	-	-	-
T12	-	-	-	-	-	-
T13	-	-	-	-	-	-
T14	-	-	-	-	-	-
T15	-	-	-	-	-	-
-	ROAD	1	1	N.A.	N.A.	N.A.
-	FORT	N.A.	N.A.	2	2	3
-	CITY	N.A.	N.A.	0	0	0
-	BRIDGE	3	3	2	6	2
-	RIVER	N.A.	8	2	6	2

CHINESE FARM - Objectives

I.D.	Name [11]	Map Loc [x,y]	Div. (0-3)	Start (1-99)	End (1-99)	Pts/Turn (0-30)	Pts/End (0-255)
1(EG)	North XRoad	16,2	1	1	28	10	100
2(EG)	Cent. Ridge	16,6	1	1	28	10	100
3(EG)	Ridge XRoad	17,7	1	1	28	20	100
4(EG)	South Ridge	16,9	1	1	28	10	100
5(EG)	Chinese Fm.	13,7	2	1	28	30	200
6(EG)	East Bank	12,8	2	1	28	10	200
7(EG)	West Bank	11,8	3	1	23	10	100
8(EG)	The Pass	17,13	2	4	10	2	0
9(EG)	Ismailia	8,0	1	1	28	3	100
10(EG)	To Cairo	0,8	3	1	28	2	100
11(EG)	Faid	9,14	3	1	28	2	100
12(EG)	To Suez	15,19	3	1	28	2	100
1(IS)	North XRoad	16,2	1	15	28	1	50
2(IS)	Cent. Ridge	16,6	1	15	28	2	50
3(IS)	Ridge XRoad	17,7	1	5	28	2	50
4(IS)	South Ridge	16,9	1	6	28	2	50
5(IS)	Chinese Fm.	13,7	1	1	28	2	50
6(IS)	East Bank	12,8	2	1	28	2	50
7(IS)	West Bank	11,8	1	1	28	4	50
8(IS)	Junction	8,11	1	1	28	7	50
9(IS)	Ismailia	8,0	0	16	28	5	150
10(IS)	To Cairo	0,8	2	6	28	5	100
11(IS)	Faid	9,14	2	14	28	10	150
12(IS)	To Suez	15,19	2	16	28	30	250

CHINESE FARM - Miscellaneous Factors

ADJACENT ENEMY HEX PENALTY (AXIS/ALLIED) (0-15)

1st Hex =	0 / 0	4th Hex =	1 / 1
2nd Hex =	0 / 0	5th Hex =	2 / 2
3rd Hex =	1 / 0	6th Hex =	3 / 3

VICTORY POINTS PER STRENGTH POINT ELIM. (0-15)

	MECH	NON MECH
AXIS	1	1
ALLIED	8	6

MAP SIZE

ACROSS (0-2)	1
DOWN (0-3)	2

Continued from p. 6

<SAVE> from the menu and store the scenario in any unused save-game location. Select <CLEAR> from Menu J and erase map and data. Save again in the same location. This procedure prepares the template on which we will build the Chinese Farm scenario.

The Warplan™ menus are displayed on the back of the game menus card. Refer to this when necessary.If possible, we recommend you prepare this scenario with either the ***Halls of Montezuma*** or ***Rommel*** master disks.

If you are using the earlier ***Battlefront*** or ***Battles in Normandy*** master disks then a few variables will have to be omitted. These are noted in the text.

Corps Details [5.31]; Scenario Details [5.32]. Enter the data from the **Chinese Farm - Briefing** table. Ignore the Century, Climate, Brittleness and Night Capable variables unless using the HOM/ROM master disk.

Map Size [5.11]. Enter the data on the **Map Size** table.

Define Terrain [5.12]. Enter the data from the **Chinese Farm - Terrain Effects Chart.** If you are using the HOM/ROM master disk, you can use WarPaint to create customised terrain icons if you prefer.

Define Miscellaneous Factors [5.13]. Enter the relevant factors from the **Chinese Farm - Miscellaneous Factors** table and the appropriate part of the **Terrain Effects Chart.**

Create Map [5.14]. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex as indicated by the Front Line marking on the map.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Equipment Roster [5.22]. Enter the data shown on the **Equipment** table.

Troop Creation [5.21]. The Egyptians have three divisions in this scenario, the Israelis have two. Enter the data shown into the appropriate locations.

Objectives [5.23]. Enter the data shown in the **Chinese Farm - Objectives** table. Finally, save again and the scenario is ready to play.

PLAYER'S NOTES

For the purposes of this scenario, the Egyptian re-inforcements arrive slightly earlier than was the case historically. The Israeli player's aim must therefore be to secure as much territory as possible before this happens. The Ismailiya units are static as they did not, historically, leave their positions.

The Israeli player must push west across the bridge as soon as possible. To get bogged down east of the canal is a sure recipe for disaster. As much territory as possible to the west must be taken before the Egyptian re-inforcements arrive.

You have elite and night capable units, capable of great things but you must watch their fatigue carefully - they are still only human. Ignore Ismailiya. The defenders are static and won't bother you if you don't bother them. The Egyptian player must defend doggedly, always working to slow the Israelis down.

Units defending Chinese Farm should be given as much air support and asset support as possible to slow or stop the Israeli move west. If you can do this successfully until your re-inforcements arrive you will win.

VARIANTS

1. The Egyptian 25th Armoured Brigade was ambushed and wiped out by Natke's Brigade when it attempted to counter-attack along the east bank of the Great Bitter Lake. Assume this did not happen and activate these units by entering a current strength and maximum strength for both battalions of 12. (This regiment is already in the data base. It is not brittle.)

2. Faster initial Egyptian reaction. Subtract the following from the arrival turn value for these Egyptian 3rd Division units: **Rgt 1: -3, Rgt 3: -1, Assets, all: -1**

3. Assume more rear area defence troops were available. Adjust Egyptian Div. 2 Rgt 3 as follows; enter 0 for Brittleness in Rgt HQ and add 6 to current strength and maximum strength values for both battalions. ◆

EDITOR'S CHANCE
Continued from p. 2

One last favour you can do. Many of our readers also read ***Computer Gaming World.*** If you're one of these people, please send in their game rating card. (Of course, we'd also like you to give our games a high rating!). ◆

MEA CULPA

Reach for the Stars (Amiga)

Version 3.0 just fits into 512K. But the squeeze is so tight that 512K owners (especially those with an Amiga 1000) should unplug their external drives before booting our game.

Reach for the Stars (AII/C64)

When playing with a random map, there is a minute chance that a star system will turn up underneath a dust cloud. If there is no military activity over it, you may never notice it.

There is an even slimmer chance that two star systems will appear adjacent to each other. Ships withdrawing from combat to an adjacent star system will arrive immediately and may even take part in combat over the star system they retreat to.

Both these freakish circumstances were discovered by Dennis Brackman, long-time veteran galactic conqueror.

MacArthur's War (AII/C64)

Just prior to publication, we experimented with a different set of general icons to display the forces in each battle. We dispensed with military symbols in favour of cute figures. We hope they may entice non wargamers into sampling our ware. Be that as it may,

if you prefer the military symbols used in earlier Battlefront Game System titles, use the WarPaint™ routines to replace the icons with whatever set you choose.

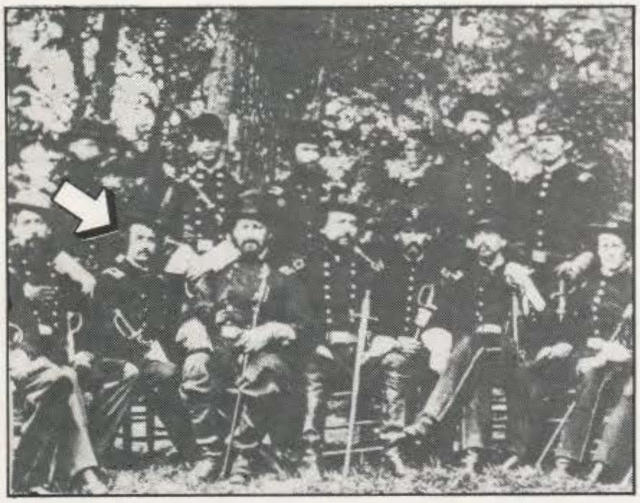
STONES RIVER

The Gregor Whiley Report
(or Secret Memoirs Discovered)

By the end of 1862, the American Civil War had grown to a full-scale national conflict. On the last day of the year, the opposing armies met at Stones River; the Confederate army commanded by General Bragg and the Union army commanded by Major-General Rosecrans. While searching through the SSG archives on a completely unrelated matter, SSG's Assistant Editor found a manuscript which chased all thoughts of a missing lunch from his mind. It is an account of the Stones River encounter by that well-known military historian and bon vivant, Gregor Whiley, compiled from eyewitness accounts.

The manuscript is undated, but the fact that both eyewitnesses (Keating and Power) are referred to in the present tense, suggests that it must predate the notorious "Peacock Garden" affair in which both men vanished under mysterious circumstances. Beyond certain corrections to Whiley's occasionally inscrutable grammar the manuscript is presented unchanged and complete.

In the study of warfare, it is a truism to state that the dispositions of the leaders are critical to any understanding of a battle. It is only the commanders of each side who are in receipt of sufficient information to form a picture of the battle in its entirety. Regrettably, personal accounts of battles often differ in many significant particulars from those of the other participants, a situation leading to much debate and many recriminations.



Rosecrans and his Staff
That looks like Col. Keating on the General's right (see arrow)

Happily, in this report of the Battle of Stones River, (or Murfreesboro as it is sometimes styled), we may rely on eye witness accounts from two gentlemen who are not only possessed of military credentials of the highest order but who can safely be said to be free of any suggestion of partisan feelings.

Colonel Roger Keating served with distinction during the Crimean War and is now an observer for a foreign military power. He accompanied Major-General Rosecrans throughout the battle and narrowly escaped wounding in an incident that caused the death of Rosecrans' Chief of Staff.

Colonel Keating's action in taking copious notes throughout course of the battle, whilst others sought shelter from the hazards of shot and shell, constitute devotion to duty of the highest order as well as a great service to science of military history.

Major Malcolm Power has seen service in a number of colonial conflicts and currently represents another military power. He was in close attention to General Bragg throughout the fighting and has likewise rendered a detailed account of the battle.

The observations of these gentlemen have been combined with official reports and other accounts to give the most accurate picture possible of the battle. The accompanying maps show the position of the opposing forces at various times throughout the day.

The Plans

Rosecrans' plan was to receive any Confederate attack on his right, while his left, under Crittenden, was to advance and take Murfreesboro and seize the high ground across the river from the Confederate centre, making its position untenable. McCook on the right wing would be entrusted with the job of holding his ground.

Bragg had formed the same plan of attacking the enemy's right with Hardee on the wing and Polk in the centre. Breckinridge, east of the river, would act as the anchor.

Had matters proceeded as both Generals intended the two Armies would have revolved around a common centre, each pushing back the other's right.

6 A.M.

Rosecrans realises that McCook's men on the Union right are very close to the Confederates of Hardee's Corps. This is not a pleasing prospect as they have been cast in the role of defenders and could be troubled by an attack at close range.

In the light of this development he is unsure about unleashing Crittenden and so orders him to adopt a defensive posture for the moment, contrary to his original plan.

He is also worried about the Confederate cavalry commanded by Pegram on the Confederate left. Rosecrans heads off to the right flank, ordering Rousseau's men in reserve towards Griscom house.

Bragg orders an all out attack by Hardee towards Griscom house and by Polk in the centre towards the Corner (the centre of the Union line). He also orders Pegram's cavalry to Perkitt Farm on the extreme left of the lines, anticipating some interesting action on the flank there.

Having great faith in Hardee and Polk, he moves off towards the North, in an effort to find Breckinridge, whose men are needed to put more pressure on the Union centre, but who cannot be located. Bragg intends to take personal command of these men.

Combat

The Confederate attack is a great success and two entire Union brigades are swallowed up with many being taken prisoner and the rest moving smartly to the rear. The attackers press on in great style.

Bragg Strikes First

McCook's men are caught surprised by Hardee's charge

7 A.M.

Rousseau's men are ordered to continue south, but in open order so as not to be surprised. They will take three or more hours to reach their destination in this fashion. Rosecrans' inaccurate pre-war map causes him to take a wrong turning and he only reaches the Asbury Church. He presses on for Griscom House.

The attacks by the Confederate left will continue. Bragg decides that a Polk under control is worth more than a Breckinridge in the bush, and turns around, heading back towards the centre of the lines. It would be unkind to say that Bragg was not sure whether he was coming or going. Power's notes express a concern that his horse might be overworked.

Combat

The divisions of Johnson and Davis are overwhelmed but Sheridan's men, being further back and out of the direct line of attack are not surprised and form an effective resistance. Rosecrans arrives at the front line as Baldwin's brigade is leaving it in some haste. The Confederate advance continues but not quite as smartly.

8 A.M.

Rosecrans takes personal command of the crumbling Union defence, intending to set up a defence along the line of the Griscom Road. Rosecrans deliberately exposes himself to enemy fire in an effort to rally his men. Rousseau's

The Union Line Stiffens

Exhausted Confederates hit a brick wall

force is ordered to continue its slow southward deployment.

Bragg changes his mind again (although some accounts have him as having his map upside down and others say that he omitted to read the map at all). Major Power testifies that Bragg's confusion and subsequent vacillation was entirely self induced.

In any case Bragg strikes off cross country through the rugged terrain of Murfree Hill. He manages to contact some of Breckinridge's brigades and orders them towards the Round Forest.

Combat

Two more Union brigades are destroyed and the retreat continues in the south. The battle in the centre of the lines intensifies as the attacks from Polk's Corps take form. Heavy casualties result on both sides.

9 A.M.

Rosecrans continues to lead by example as he urges Rousseau's brigades into the line. Zahm's cavalry, which was intended for dashing offensive operations, is dismounted and pressed into service. The arrival of two wayward cavalry brigades is anxiously awaited.

Rosecrans intends to hold the Griscom Road line and, despite the desperate situation, is already thinking of a counter-attack with Crittenden's men.

This attack will be through The Corner, straight through the middle of the Southern lines.

Bragg is still undecided on his place in the battle, but eventually resolves to rejoin Polk. So far Bragg has had virtually no influence on the battle, with his commanders directing all the attacks on their own.

Combat

Sill's brigade of Sheridan's division is destroyed trying to stem the tide of the Confederate advance. Further heavy casualties are inflicted on the Union troops at the Corner.

A Confederate cavalry brigade sights McCook's staff through a gap in the lines and charges, causing the unfortunate McCook to retire at high speed, though in doing this he is only emulating the behaviour of the rest of his command.

The remaining Union forces are now in a rough line along the road, facing the advancing Confederates who are emerging from the woods. However, the Union defence is hampered by the shattered remnants of defeated Union brigades streaming back towards the rear.

The question that remains to be answered is whether they will be so unsettled by this as to cause them to retreat likewise when the attack catches up with them.

10 A.M.

Rosecrans has personally defined the limit of the Union retreat by his conspicuous gallantry. The front line is where Rosecrans is! Rousseau's men are now in the line. All Rosecrans can do is await the inevitable Confederate assault.

Bragg finally finds the road to the Corner, having despaired of locating Breckinridge. He gives orders to Polk's Corps and orders the cavalry on the extreme left of the Confederate line to probe forward and harass the extreme right of the Union line, which must be hanging in the air.

Then with the situation still not to his liking in the North, he rides off again in search of Breckinridge.

Power here complains bitterly about how his expensive English hunter is being ruined. But with true journalistic spirit he flogs the poor beast into another effort and rides on.

Combat

Nothing happens in the south as the two sides prepare for the next round of combat. The Union men are hastily organising defensive positions and artillery while the Confederates reform in preparation for the next attack. In the

centre, both sides are locked in savage combat, with the South getting the worse of the exchanges.

11 A.M.

Rosecrans staff are very concerned about the safety of their leader who has been recklessly indifferent to his own fate as he urges his men to stand firm, and they urge him to take up what they describe as a more central position. Rosecrans reluctantly agrees but insists on a last inspection of the lines.

Bragg finally finds a convenient position about halfway between Polk's men and those of Breckinridge and begins to personally direct the attacks of both, attempting to overwhelm the Union centre.

Unfortunately Polk himself has ridden to Bragg's last reported location in an attempt to consult with his leader and the couriers from Hardee are likewise unable to deliver their message. Confusion is rife in the Confederate force. Nevertheless the attacks have momentum of their own and they press on.

Combat

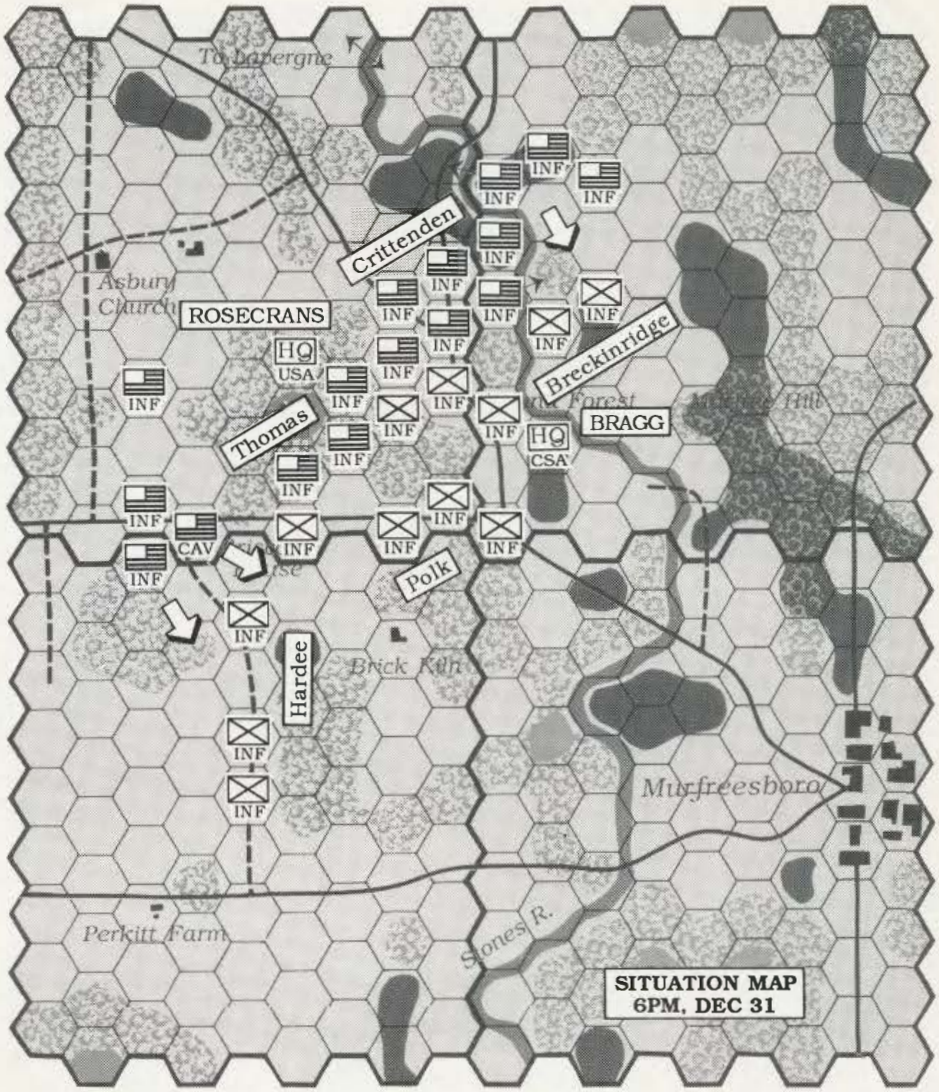
Heavy fighting continues at the Corner, with two Union and one Confederate brigade destroyed by heavy casualties. In the south, the Confederates sweep forward until the lead units are astride the Griscom Road. Rosecrans and his staff who were still in the front lines were surprised by Confederate cavalry and forced to beat a hasty retreat.

Colonel Keating describes it this way. "We were inspecting what we thought were the foremost units of our line when we suddenly realised that the position was an old one, and the troops were actually two hundred yards further back.

Simultaneously there emerged from the smoke shrouding the enemy lines a band of mounted brigands who charged out straight at us and commenced a furious assault on our small troop.

Being vastly outnumbered and quite unable to make an effective reply, we made a very smart move to the rear, losing no few men in the process. It took some little time for things to be sorted out again after that little exercise".

At this point in the battle General Bragg felt that things were going well. While



The Counter-Attack

Union troops go over to the offensive

he had not made any great personal impact his subordinates were carrying out his plan and sweeping all before them. Power's horse is recovering and it seems it may yet hunt the Shires once more.

General Rosecrans knew that there would be much hard work before the situation could be retrieved. Desperate defence was the order of the day, but the defence had to cause such high losses to the enemy as to eventually wear down and stop his attack, otherwise he must break through.

12 A.M.

Rosecrans had little to do, having done all he could by way of manoeuvre. For the moment it was all up to his men.

Bragg gets some good news as Breckinridge is finally located. He is instantly ordered to attack at the Round Forest, and to assist with the attack at the Corner.

With all three of his commanders accounted for Bragg debates his next move. Should he remain where he was to control the fight at the Corner, or move to control Hardee's men. After much debate, he decides to go after Hardee.

Combat

A series of savage exchanges takes place along the line. A brigade from Breckinridge's Corps moves up to the corner and flanks the Union positions there causing one of the defending brigades to retire.

However in doing so it exposes itself to artillery fire from Crittenden's men who are entrenched across the river, takes heavy casualties and is forced to retire in turn.

Disaster for the Confederacy

The beaten Rebels flee the field

1 P.M.

Losses continue to mount and Rosecrans is worried. However he now has effective control over almost all of his men (albeit achieved through the severe contraction of his lines). In desperation, the cavalry is ordered to create a diversion on the Confederate left.

Meanwhile, the attack at the Corner reforms and prepares to push on. Morale is still high but mounting casualties are reducing the effectiveness of the attackers. Bragg, again after much thought, presses on for the south.

Combat

Crittenden's entrenched men in the north continue to take a heavy toll of Breckinridge's attackers with another Confederate brigade destroyed by the artillery. The Union has been forced out of the Corner and the Confederate attackers now aim for the Round Forest. Meanwhile Bragg, seeking to make up for lost time, takes an unfortunate short cut en route to Hardee and suffers the unwanted attention of a Union battery. No important lives are lost but many horses are killed and re-horsing takes some time. Power notes that his horse, as well as being exhausted, has suffered from a singed mane, caused by a near miss from an artillery shell. He is worried that this might affect its resale value.

2 P.M.

Rosecrans' only choice is to stand and fight. However he still plans for the moment of counter-attack, when he will release Crittenden.

Bragg, having restored a semblance of order to his staff, presses on towards Hardee but Hardee's attack must be called off as his exhausted and disorganised brigades can do no more. Hardee must now defend what he has won with the men who remain to him.

Breckinridge on the right has achieved nothing and the fate of the battle is with Polk. Polk is instructed to press on in search of the final victory.

Power suggests resting the horses and is puzzled by the anatomically impossible nature of Bragg's suggestion.

Combat

A more or less equal exchange of casualties between both sides occurs. More significantly, the remaining Union forces are, man for man, probably in better shape than their attackers, though perhaps neither commander is actually aware of this as yet.

3 P.M.

Rosecrans is still not happy with proceedings, fearing a rout at any moment, but he cannot do else but hang on. The worst fighting seems now to be in the centre as Polk's men, having taken the Corner push on for the Round Forest, and he moves to that position. Keating, pen in hand and scribbling furiously, follows on.

Bragg orders Polk's men forward for another effort. Having failed again to reach Hardee he moves back towards the critical fight for the Round Forest.

Combat

More casualties, especially amongst Hardee's men who are strung out and unsupported. Further exchanges take place at the Round Forest.

4 P.M.

Rosecrans knows that he must kill as many Confederate as possible **while remaining on the defensive** as this offers him the best terms for combat. With Hardee's attack a failure he considers switching his counter attack to the right, through Griscom House.

With the failure of the attacks on both flanks, Bragg can do nothing now but press on with his attack or concede the day to the Union defenders.

Combat

Polk's men show great elan as they charge again at the Round Forest, destroying a Union brigade but losing

one of their own in the process. They also lose Cleburne, killed as he led his part of the attack.

5 P.M.

Rosecrans has decided that this will be the hour of decision. An all out assault is ordered for every unit in contact with the enemy. Rousseau's men, who stopped Hardee's attack, are now exhorted to retake the lost ground and outflank the attack at the Round Forest. Rosecrans again goes forward to lead the attack personally.

Bragg comes to a similar realisation of the gravity of the moment. Polk's men are ordered forward again and Bragg finally finds his place in the battle as he leads the last attack in person.

Combat

The two armies meet in mortal combat. Four Confederate brigades are destroyed by the Union guns but incredibly the rest sweep on, forcing the Union back at the Round Forest. Can the South carry the day here through sheer courage?

6 P.M.

The time for subtlety is past. Rosecrans continues to lead his men as they struggle with the seemingly unstoppable tide of Confederate attackers. It seems that every last man of them will have to be killed before they will stop their demoniacal assaults.

Bragg knows that this is the last chance. No withdrawals will be allowed as his men make one last effort to break the Union lines.

It does not seem possible to kill all of the Union defenders in front of them, but perhaps they can be broken.

Combat

Alas for Bragg his men could do no more than they had already achieved. His brigades, worn down and disorganised by continuous attacks, pushed on in a final effort.

Anderson's brigade, from Wither's Division actually reached the Round Forest, object of all their efforts. Alone at this point, they were decimated by Union fire from all sides and the survivors were reluctantly pushed back.

The other Confederate brigades were for the most part destroyed at the high water mark of their attack. Bragg himself disappeared from view as he led his men into a mass of Union defenders, and was presumed killed. The Union had held, and the Confederate stared disaster in the face.

Power notes here that he attempted to follow Bragg into the melee but unfortunately his horse stumbled and threw him into a particularly wet ditch. Attempting a rapid remount he found he was, literally, flogging a dead horse. His subsequent remarks are unprintable.

7 P.M.

Rosecrans had held the attack but at great cost. With only one hour to go before night he must do as much damage as possible, as the battle might well continue on the second day. He orders every unit to charge the exhausted foe and sweep them from the battlefield.

Polk now takes charge as he rallies the Confederate defence. Holding the Round Forest is now impossible. Polk seeks to rally his men at the Corner.

Combat

More Confederate brigades are swept aside as the Union makes its long awaited counter attack. As he struggled to rally his remaining men, Bishop Polk was also killed. Despite this grievous loss the Confederate fighters carried on, forming up at the Corner and hanging on until nightfall ended the fighting.

Postscript

The day's fighting ended with the Union in possession of the field. Casualties were almost equal, Rosecrans losing 8800 men and Bragg 9100 men.

However Rosecrans had absorbed everything that Bragg could throw at him, and had been able to mount an effective reply. By any standard of judgement the day belonged decisively to Rosecrans.

However Rosecrans had been badly surprised by the initial Confederate attack, and had come very close to losing everything, as he himself admitted several times during the long hours of combat.

Perhaps it was this sense of his initial failure and the high price in men that his army paid that led to his astonishing response to the arrival of a high ranking prisoner.

General Bragg had been in the front rank of the final Confederate charge. He had driven deep into the Union positions before he was surrounded by infantry and pulled from his horse. Taken before Rosecrans he was doubtless as astounded as the remainder of those present to hear Rosecrans order the summary execution of an officer of the highest rank, honourably captured upon the field of battle.

This astonishing action was scarcely creditable but we have the word of Colonel Keating and other witnesses besides. Colonel Keating maintains that Rosecrans' exact words were "take this man out and shoot him", and he has no reason to present anything other than the truth.

Fortunately, wiser heads prevailed and while General Bragg was indeed removed from Rosecrans' presence, naturally he was in no way mistreated but sent safely to the rear.

Perhaps this incident should be taken as an illustration of the enormous pressures that battle places on the commander of an Army and not otherwise dwelt upon. Certainly, however, we felt it our duty to report everything that happened in this battle, and would not omit any fact from our account.

Regarding the military behaviour of the generals it can be seen that Rosecrans deserved his victory.

After the initial setback, Rosecrans formulated a response and maintained this policy against all odds. Wherever disaster threatened, Rosecrans was there to rally his men and provide that critical guiding touch to the battle.

Bragg on the other hand spent most of his time guiding his horse rather than the battle. It should have been clear to him that it was Hardee's attack that was critical to the Confederate cause and he should have been there to ensure its success.

Hardee's attack had not only to carry away the initial Union resistance but also to overcome anyone that Rosecrans placed in its way.

Continued on p. 48

SCENARIO UPDATES FOR THE BATTLEFRONT GAME SYSTEM

by Malcolm Power, Phil Niven & Ian Trout

Seven Battlefront scenarios are upgraded to Halls of Montezuma/Rommel standard. This completes the upgrading process begun in Issue 8.

TASK FORCE SOUTH

(Run 5 Issue 4)

1. Map

The adjacent hex penalties are Axis (0,1,2,3,4,5) and Allied (0,0,0,1,2,3).

Victory points per mechanized strength point are Axis (1) and Allied (15).

2. Units

The Allied divisional HQ movement allowance is 3. The Axis divisional HQ movement allowance is 0 (for both Divisions 1 and 2).

The following axis regiments are brittle - Div 1 (2,3), Div 2 (1,2).

Add 1 to all HQ administration values for Axis Division 1.

3. Objectives

Axis

Assign Div 1 to Sapper Hill and Port Stanley.

Assign Div 2 to Mt William and Stanley.

Allied

Assign all objectives *except* "The Neck" to Div 1.

4. Briefing

British units are night capable.

The Axis brittle level is 70%.

Enter 82 as the year.

Set the mech. min. value to 0.

ANZIO

(Run 5 Issue 5)

1. Map

The Allied adjacent hex penalties are 0,1,1,2,2,3.

Adjust Axis victory points per strength point to mech = 2 and non-mech = 2.

Rename terrain type "small" to "small town" and terrain type "large" to "large town".

2. Units

The Axis divisional HQ movement allowances are 11 (Divs 1 and 3) and 16 (Div 2).

The Allied divisional HQ movement allowances are 12 (Divs 1), 10 Div 2) and 8 (Div 3).

Adjust all Axis divisional supply values to 3.

Adjust all Allied divisional supply values to 7.

3. Objectives

Axis

Assign Div 1 to Campoleone.

Assign Div 2 to Cisterna.

Assign Div 3 to Carreceto, Aprilia, Crocetta, Isola Bella.

Allied

Assign Div 1 to Nettuno and Anzio.

Assign Div 2 to Conca and Sessano.

Assign Div 3 to The Flyover, Carreceto, Aprilia and Padiglione

4. Briefing

Add 10 to the Allied daylight air support value.

CHERBOURG

(Battles in Normandy)

1. Map

The Allied adjacent hex penalty is 0,1,1,2,3,4.

Change fort combat values to 3, 1, 5.

2. Units

Subtract 2 from all Axis Divisional HQ administration values.

Subtract 1 from all Axis Regimental HQ supply values.

The following axis regiments are brittle - Div 1 (1,2).

Transfer the existing maximum strength value for all Axis units into the current strength position.

For Infantry Class units the new maximum strength value is the current strength + 3.

For all other unit classes the new maximum strength is the current strength value +1 or 15, whichever is *less*.

3. Objectives

Axis

Assign Div 1 to Cherbourg 6.

Assign Div 2 to Cherbourg 5.

Assign Div 3 to Cherbourg 4.

Allied

Assign Div 1 to Cherbourg 6, 8, 9, A, and Tourville.

Assign Div 2 to Cherbourg 2, 3, 5, and 7.

Assign Div 3 to Cherbourg 1, 4, and Beaumont.

4. Briefing

Add 20 to the Allied daylight air support value.

The Axis brittle level is 70%.

ARNHEM

(Run 5 Issue 5)

1. Map

The Allied adjacent hex penalty is 0,0,0,1,1,2.

Change the victory points per strength point lost to Allied non-mech (+2) and Axis non-mech (-1).

2. Units

Divisional HQ movement allowance are 15 (Allied Div 1) and 16 (all others).

3. Objectives

Axis

Assign Div 1 to Hospital, Oosterbeck, and Heavadorp.

Assign Div 2 to The Bridge.

Assign Div 3 to 4 Para DZ, 1 AL DZ, and 1 PARA DZ.

Allied

Assign Div 1 to Oosterbeck, Hospital, The Bridge, and Heavadorp.

Make 'The Bridge' objective active from Turn 1.

ENTER OUR

DECISIVE BATTLES OF THE AMERICAN CIVIL WAR

DESIGN CONTEST

Prizes totaling $1,000 will be awarded to the authors of the winning entries. There are two categories for submission. The first is scenario variants. The second is original scenarios.

Scenario variants are historical 'what ifs'. Take one of the historical scenarios and modify the data to reflect what could have happened had circumstances been different. Original scenarios are whatever you wish to create. We would prefer they bear some relationship to history, but it's up to you. In both cases, we would like to see as much use made of WarPaint™ as possible. There must be some graphic genii out there.

Submit entries on a floppy disk together with the documentation suggested on p.29 of ***Run 5*** (Issue 10). The judge's decision will be final, etc. The winning entries will be published in Issues 12 and/or 13. All entries become the property of SSG and may be used for publication from time to time. A suitable payment for such publication will be made.

BATTLEAXE

(Run 5 Issue 7)

1. Map

The adjacent hex penalties are Axis (0,0,1,1,1,2) and Allied (0,1,2,2,3,3).

Marsh combat values should be 7,7,7 not 0,0,0.

2. Units

Change Axis Div 1 as follows -

HQ movement is 12.

Battalion strengths (max/current).

Assets - 1/- (12/10), 2/- (6,6), 3/- (6,6), 4/- (6/4).

Regt 1 - 1/1 (12/9), 2/1 (12/6).

Regt 2 - 1/2 (12/10), 2/2 (6/4), 3/2 (3/3).

Change Axis Div 2 as follows -

HQ movement is 12.

Battalion strengths (max/current).

Assets - 1/- (9/8), 2/- (6/4), 3/- (6/5), 4/- (6/4).

Regt 1 - 1/1 (12/8), 2/1 (12/6).

Regt 2 - 1/2 (12/6), 2/2 (12/5), 3/2 (12/5).

Regt 3 - 1/3 (12/6), 2/3 (12/5), 3/3 (12/5).

Change Axis Div 3 as follows -

HQ movement is 5.

Battalion strengths (max/current).

Assets - 1/- (6/3), 2/- (6/4), 3/- (9/8).

Regt 1 - 1/1 (3/2), 2/1 (3/3), 3/1 (3/1).

Regt 2 - 1/2 (9/4), 2/2(9/6).

Regt 3 - 1/3 (9/4), 2/3 (9/6), 3/3 (9/4).

Change Allied Div 1 as follows -

HQ movement is 10.

Battalion strengths (max/current).

Assets - 1/- (9/8), 2/- (6/2), 3/- (9/7), 4/- (9/8).

Regt 1 - 1/1 (12/9), 2/1 (12/8), 3/1 (3/1).

Regt 2 - 1/2 (12/11), 2/2 (3/2).

Regt 3 - 1/3 (12/8), 2/3 (12/9), 3/3 (12/9), 4/3 (12/8).

Change Allied Div 2 as follows -

HQ movement is 10.

Battalion strengths (max/current).

Assets - 1/- (3/2), 2/- (12/6), 3/- (9/7), 4/- (9/9).

Regt 1 - 1/1 (12/8), 2/1 (12/8), 3/1 (12/3), 4/1 (9/8).

Regt 2 - 1/2 (12/8), 2/2 (12/8), 3/2 (12/7), 4/2 (12/8).

Regt 3 - 1/3 (12/9), 2/3 (12/9).

3. Objectives

Axis

Assign Div 1 to Capuzzo and Halfaya Pass.

Assign Div 2 to Sidi Sulmen.

Allied

Assign Div 1 to Sollum and Halfaya Pass.

Assign Div 2 to Point 208, Capuzzo, Point 206 and Mussaid.

NOVOROSSIK

(Run 5 Issue 6)

1. Map

The adjacent hex penalties are Axis (1,2,4,4,4,4) and Allied (2,3,4,4,4,4).

2. Units

Change Axis Div 1 (73rd) as follows -

HQ movement is 4.

Battalion strengths (max/current).

Assets - 1/- (6/6), 2/- (9/8), 3/- (6/6), 4/- (12/11).

Regt 1 - 1/1 (15/14), 2/1 (12/11), 3/1 (9/5), 4/1 (4/4).

Regt 2 - 1/2 (15/15), 2/2 (12/12), 3/2 (9/5), 4/2 (4/4).

Regt 3 - 1/3 (15/14), 2/3 (12/10), 3/3 (12/12), 4/3 (4/4).

Regt 4 - 1/4 (6/4), 2/4 (6/4), 3/4 (6/5).

Change Axis Div 2 (V Corps) -

HQ movement is 5.

Make Regt 3 (Platov Cossacks) brittle.

Battalion strengths (max/current).

Assets - 1/- (15/13), 2/- (9/9), 3/- (9/9), 4/- (15/13).

Regt 1 - 1/1 (9/7), 2/1 (9/8), 3/1 (9/8), 4/1 (3/3).

Regt 2 - 1/2 (9/7), 2/2 (6/5), 3/2 (9/6), 4/2 (6/4).

Regt 3 - 1/3 (12/8), 2/3 (12/10), 3/3 (12/8).

Regt 4 - 1/4 (15/14), 2/4 (15/15), 3/4 (12/11), 4/4 (4/4).

Change Axis Div 3 (125th) as follows -

HQ movement is 4.

Battalion strengths (max/current).

Assets - 1/- (9/7), 2/- (9/6), 3/- (6/6), 4/- (4/4).

Regt 1 - 1/1 (12/10), 2/1 (12/8), 3/1 (9/7), 4/1 (3/4).

Regt 2 - 1/2 (12/8), 2/2 (12/8), 3/2 (9/7), 4/2 (3/4).

Regt 3 - 1/3 (12/8), 2/3 (12/8), 3/3 (15/10), 4/3 (3/4).

Regt 4 - 1/4 (12/10), 2/4 (9/6), 3/4 (9/8), 4/4 (6/5).

Change Allied Div 1 (Amph For) as follows -

HQ movement is 3.

Battalion strengths (max/current).

Assets - 1/- (12/12), 2/- (15/14), 3/- (12/10), 4/- (6/3).

Regt 1 - 1/1 (9/9), 2/1 (9/8), 3/1 (9/9), 4/1 (6/6).

Regt 2 - 1/2 (9/4), 2/2 (9/5), 3/2 (9/3), 4/2 (6/4).

Regt 3 - 1/3 (15/14), 2/3 (15/15), 3/3 (6/6), 4/3 (3/3).

Regt 4 - 1/4 (15/14), 2/4 (15/14), 3/4 (9/9), 4/4 (4/4).

Change Allied Div 2 (318th) as follows -

HQ movement is 3.

Battalion strengths (max/current).

Assets - 1/- (9/7), 2/- (12/12), 3/- (9/9), 4/- (6/6).

Regt 1 - 1/1 (9/9), 2/1 (9/6), 3/1 (9/8), 4/1 (6/6).

Regt 2 - 1/2 (9/7), 2/2 (9/8), 3/2 (9/6), 4/2 (6/6).

Regt 3 - 1/3 (9/5), 2/3 (9/7), 3/3 (9/6), 4/3 (6/5).

Regt 4 - 1/4 (9/7), 2/4 (9/8), 3/4 (9/4), 4/4 (9/6).

Change Allied Div 3 (3 Corps) -

HQ movement is 3.

Battalion strengths (max/current).

Assets - 1/- (9/6), 2/- (9/7), 3/- (6/5), 4/- (15/15).

Regt 1 - 1/1 (9/7), 2/1 (9/6), 3/1 (9/7), 4/1 (9/8).

Regt 2 - 1/2 (9/8), 2/2 (9/7), 3/2 (9/5), 4/2 (9/6).

Regt 3 - 1/3 (9/7), 2/3 (9/8), 3/3 (9/6), 4/3 (9/7).

Regt 4 - 1/4 (9/8), 2/4 (9/8), 3/4 (6/5).

3. Objectives

Axis

Assign Div 1 to Mefodyevka, Hill 634 and Kabardinka.

Assign Div 2 to Vasilevka, Yuzhnaya and Myshako.

Assign Div 3 to Kirilovka, Novorossik and Alexina.

Allied

Assign Div 1 to Vasilevka, Yuzhnaya, Myshako and Alexina.

Assign Div 2 to Cement Works, Mefodyevka, Markoth Pass and Kirilovka.

Assign Div 3 to Kabardinka, Hill 634 and Neberjayevskaya.

4. Briefing

The Axis brittle level is 80%.

SEALION 1941

(Run 5 Issue 7)

1. Map

The Allied adjacent hex penalties are 0,0,2,3,3,3.

2. Units

The Axis divisional HQ movement allowances are 4.

The Allied divisional HQ movement allowances are 6.

Use the procedure given in the variants section of the article to adjust the current strengths of all Axis units. The values listed in the data tables are the maximum strength values.

3. Objectives

Axis

Assign Div 1 to Hythe, Swingfield and Kingsdown.

Assign Div 2 to Folkestone, Dover, Hawkinge AB, Aylesham and Barham.

Allied

Assign Div 1 to Folkestone, Dover and Hawkinge AB

Assign Div 2 to Swingfield, Deal, Ringwould, Lydden and Whitfield.

4. Briefing

Change the Air Superiority reliability value to 2. ◆

RUSSIA

A Second Look At The Great War in the East

by Ian Trout

The best part of 18 months has elapsed since Russia was published. More than any other of our games, it has attracted a flood of correspondence (some praise, some criticism and some outright dismay).

The basic purpose of this article is to present three suggested variations to the campaign game. The first of these should be used when human players are controlling both sides. The second is for use when the computer is controlling the Soviet forces. The third is for use when the computer is controlling the Axis forces.

In essence, these variations are an attempt to answer some of the criticisms, reveal some mistakes and to offer some solutions.

The most significant mistake in the game is the omission of a supply/admin structure to prevent the human player from engaging in *high activity* with each of his Army Groups/Theatres simultaneously.

There should have been an additional, stiff supply/admin penalty for *all* Army Groups/Theatres whenever more than one was on *high activity* at the same time. The computer thinks this is the case!

Unfortunately, the program cannot be altered. However, judicious adjustment of the Axis/Soviet briefing screens can go someway toward rectifying the problem.

Axis Campaign Briefing (a)

YEAR	39-50	1941	1942	1943	1944	1945
ASP VALUE	0-7	6	5	4	3	2
GSP VALUE	0-7	5	6	4	3	3
KORPS LEADER.	0-7	6	5	5	4	3
ARMEE LEADER.	0-7	4	4	3	2	-
OKH ADMIN	0-7	5	5	5	4	2
OKH SUPPLY	0-7	3	4	5	4	2
RUMANIAN	0-7	4	3	3	1	-
HUNGARIAN	0-7	-	3	4	3	1
ITALIAN	0-7	1	2	1	-	-
OKW ARM. XXs	0-63	1	2	3	5	2
OKW MOT. XXs	0-63	-	1	2	3	-
OKW INF. XXs	0-63	12	15	20	25	14
OKW ASPs	0-63	9	15	22	30	10
OKW GSPs	0-63	5	8	16	23	8

Axis Campaign Briefing (b)

YEAR	39-50	1941	1942	1943	1944	1945
ASP VALUE	0-7	6	5	4	3	2
GSP VALUE	0-7	5	6	4	3	3
KORPS LEADER.	0-7	6	5	5	4	3
ARMEE LEADER.	0-7	4	4	3	2	-
OKH ADMIN	0-7	(4)	(4)	(4)	(3)	(1)
OKH SUPPLY	0-7	(2)	(3)	(4)	(3)	(1)
RUMANIAN	0-7	4	3	3	1	-
HUNGARIAN	0-7	-	3	4	3	1
ITALIAN	0-7	1	2	1	-	-
OKW ARM. XXs	0-63	1	2	3	5	2
OKW MOT. XXs	0-63	-	1	2	3	-
OKW INF. XXs	0-63	12	(18)	(24)	(28)	14
OKW ASPs	0-63	9	(16)	(25)	(35)	(15)
OKW GSPs	0-63	5	8	16	23	8

Axis Campaign Briefing (c)

YEAR	39-50	1941	1942	1943	1944	1945
ASP VALUE	0-7	6	5	4	3	2
GSP VALUE	0-7	5	6	4	3	3
KORPS LEADER.	0-7	6	5	5	4	3
ARMEE LEADER.	0-7	4	4	3	(3)	(2)
OKH ADMIN	0-7	(6)	(6)	(6)	(5)	(3)
OKH SUPPLY	0-7	(4)	(5)	(6)	(5)	(3)
RUMANIAN	0-7	4	(4)	(4)	(2)	-
HUNGARIAN	0-7	-	3	(5)	(4)	(2)
ITALIAN	0-7	1	2	1	-	-
OKW ARM. XXs	0-63	1	2	3	5	2
OKW MOT. XXs	0-63	-	1	2	3	-
OKW INF. XXs	0-63	12	15	20	25	14
OKW ASPs	0-63	9	15	22	30	10
OKW GSPs	0-63	5	8	16	23	8

The original Order of Battle needs some modification as do the division types. Other changes are listed where appropriate.

CREATING VARIATION A

This variation should be used when both sides are controlled by human players. Prepare a ***Russia*** save game disk as instructed in the manual and save the historical campaign scenario in the first location. Name it variation A. Make the following changes to it.

5.11 Map Size. No change.

5.12 Map Edit Utility. No change.

5.21 City Creation. No change.

5.22 Region Creation. No change. Note that the region *Last Resort* doesn't mean a holiday camp. It refers to the activation of last-ditch reserves when cities of vital importance are threatened or captured.

5.23 Troop Creation. No change.

5.24 Supply Allowance. No change.

5.25 Division Types. Alter the values as follows. Axis Pz XX (0-5, 10-7, 21-8); Axis PzG XX (0-3, 9-5, 22-6); Axis Inf XX (0-3, 29-2, 41-1); Soviet Tank XXX (0-4, 11-6, 23-7); Soviet Mech XXX (0-3, 19-7, 27-9), Soviet Rifle XX (0-1, 4-2, 27-3). For example, the time values for German Infantry XXs are 0, 29 and 41 while the corresponding combat values are 3, 2 and 1.

5.31 Scenario Details. No change.

5.32 Length Details. No change.

5.33 Axis Briefing. See Axis Briefing (a).

5.34 Soviet Briefing. See Soviet Briefing (a).

5.4 Reinforcements. See Axis and Soviet reinforcement tables.

CREATING VARIATION B

This variation should be used when the computer controls the Soviet forces. Save Variation A in an empty location and re-name it Variation B. Make the following changes.

5.11 Map Size. No change.

5.12 Map Edit Utility. No change.

5.21 City Creation. No change.

5.22 Region Creation. No change.

5.23 Troop Creation. No change.

Axis Reinforcements

TURN	ASP 0-31	GSP 0-31	ARM 0-7	MOT 0-7	INF 0-150	MR 0-15	IR 0-15	TURN	ASP 0-31	GSP 0-31	ARM 0-7	MOT 0-7	INF 0-150	MR 0-15	IR 0-15
6/41	2	4	-	-	5	1	2	6/43	4	7	3	2	6	3	3
7/41	9	10	-	1	16	1	2	7/43	6	8	2	1	5	3	3
8/41	2	3	-	-	2	1	3	8/43	9	4	1	-	2	3	3
9/41	4	6	2	-	2	1	3	9/43	4	5	1	-	3	2	3
10/41	4	6	-	-	2	1	3	10/43	3	14	-	1	1	2	3
11/41	2	4	-	-	2	1	3	11/43	4	5	2	-	-	2	2
12/41	2	3	-	-	3	1	3	12/43	5	6	1	-	-	2	2
1/42	3	6	-	-	5	1	4	1/44	5	6	4	1	3	2	2
2/42	3	5	1	-	7	2	5	2/44	4	4	-	-	3	2	2
3/42	4	3	3	1	4	2	5	3/44	4	10	1	-	1	2	2
4/42	4	8	1	2	1	2	5	4/44	4	7	2	-	1	2	2
5/42	4	7	1	2	3	2	4	5/44	6	6	-	-	1	2	3
6/42	3	2	2	1	3	2	4	6/44	5	11	5	2	4	2	3
7/42	4	6	-	1	5	2	3	7/44	5	13	1	-	5	2	4
8/42	4	4	1	1	1	2	2	8/44	6	28	1	-	11	2	4
9/42	5	2	-	-	1	2	2	9/44	7	10	-	1	8	2	3
10/42	7	3	1	1	1	2	2	10/44	6	6	-	1	3	2	3
11/42	7	5	-	2	3	2	3	11/44	6	13	-	-	3	1	2
12/42	6	8	1	1	1	2	3	12/44	6	5	-	-	7	1	2
1/43	5	10	3	-	3	2	3	1/45	5	6	-	-	2	1	1
2/43	5	3	1	-	4	2	3	2/45	4	13	3	1	2	1	1
3/43	6	3	2	1	2	2	4	3/45	4	5	1	-	1	1	1
4/43	8	4	3	2	3	3	4	4/45	2	3	1	-	-	-	1
5/43	5	5	2	2	9	3	4	5/45	-	1	-	-	-	-	1

5.24 Supply Allowance. Increase Soviet supply allowances by 1 for all categories.

5.25 Division Types. No change.

5.31 Scenario Details. No change.

5.32 Length Details. Change the Soviet Min VP value to 20. Change the D-Day effect to 6 and the Salerno effect to 3.

5.33 Axis Briefing. See Axis Briefing (b). Only the values in parentheses have changed.

5.34 Soviet Briefing. See Soviet Briefing (b). Only the values in parentheses have changed.

5.4 Reinforcements. No change.

CREATING VARIATION C

This variation should be used when the computer controls the Axis forces. Again, save Variation A in an empty location and this time re-name it Variation C. Make the following changes.

5.11 Map Size. No change.

Soviet Campaign Briefing (a)

YEAR	39-50	1941	1942	1943	1944	1945
ASP VALUE	0-7	1	3	4	4	5
GSP VALUE	0-7	1	2	3	5	5
ARMY LEADER.	0-7	-	2	4	4	5
FRONT LEADER.	0-7	1	3	5	5	6
STAVKA ADMIN	0-7	1	3	5	5	5
STAVKA SUPPLY	0-7	3	4	4	4	5
SECOND FRONT	0-7	-	1	2	3	5
PARTISANS	0-7	-	2	4	5	2

Soviet Campaign Briefing (b)

YEAR	39-50	1941	1942	1943	1944	1945
ASP VALUE	0-7	1	3	4	4	5
GSP VALUE	0-7	1	2	3	5	5
ARMY LEADER.	0-7	(1)	2	4	4	5
FRONT LEADER.	0-7	(2)	3	5	5	6
STAVKA ADMIN	0-7	(2)	(4)	(6)	(6)	(6)
STAVKA SUPPLY	0-7	(4)	(5)	(5)	(5)	(6)
SECOND FRONT	0-7	-	(2)	(4)	(4)	5
PARTISANS	0-7	-	(3)	(6)	(7)	(3)

5.12 Map Edit Utility. No change.

5.21 City Creation. No change.

5.22 Region Creation. No change.

5.23 Troop Creation. No change.

5.24 Supply Allowance. Increase Axis supply allowances by 1 for all categories.

5.25 Division Types. No change.

5.31 Scenario Details. No change.

5.32 Length Details. Change the Axis Min VP value to 12. Change the D-Day effect to 4 and the Salerno effect to 1.

5.33 Axis Briefing. See Axis Briefing (c). Only the values in parentheses have changed.

5.34 Soviet Briefing. See Soviet Briefing (c). Only the values in parentheses have changed.

5.4 Reinforcements. No change. ◆

Available this Christmas

Decisive Battles Vol 3 (AII/C64)
MacArthur's War (AII/C64)
Halls of Montezuma (IBM/Mac)
Reach for the Stars (Amiga)

Soviet Campaign Briefing (c)

YEAR	39-50	1941	1942	1943	1944	1945
ASP VALUE	0-7	1	3	4	4	5
GSP VALUE	0-7	1	2	3	5	5
ARMY LEADER.	0-7	-	2	4	4	5
FRONT LEADER.	0-7	1	3	5	5	6
STAVKA ADMIN	0-7	(-)	(2)	(4)	(4)	(4)
STAVKA SUPPLY	0-7	(2)	(3)	(3)	(3)	(4)
SECOND FRONT	0-7	-	1	(1)	(2)	(4)
PARTISANS	0-7	-	2	4	5	2

Soviet Reinforcements

TURN	ASP 0-31	GSP 0-31	ARM 0-7	MOT 0-7	INF 0-150	MR 0-15	IR 0-15	TURN	ASP 0-31	GSP 0-31	ARM 0-7	MOT 0-7	INF 0-150	MR 0-15	IR 0-15
6/41	2	3	-	-	3	-	-	6/43	10	5	-	-	9	3	3
7/41	5	10	-	-	39	-	-	7/43	9	7	-	-	12	3	3
8/41	13	16	6	-	33	-	-	8/43	9	5	1	-	9	3	3
9/41	21	19	2	1	24	-	1	9/43	8	4	1	2	11	3	3
10/41	12	24	-	-	24	1	1	10/43	8	2	-	1	11	3	3
11/41	8	22	1	-	23	1	2	11/43	7	2	-	-	7	3	3
12/41	8	15	-	-	18	1	2	12/43	6	7	-	-	9	3	3
1/42	7	11	-	-	19	1	2	1/44	5	2	2	-	8	3	3
2/42	8	12	-	-	13	1	2	2/44	6	10	-	-	8	3	2
3/42	6	11	-	-	14	1	2	3/44	6	2	-	-	7	3	2
4/42	4	11	5	-	17	1	2	4/44	6	2	-	-	7	3	2
5/42	7	14	7	-	14	2	2	5/44	7	10	-	-	6	3	2
6/42	7	14	5	-	8	2	2	6/44	6	4	-	-	6	3	2
7/42	5	19	4	1	15	2	2	7/44	6	11	1	1	10	3	2
8/42	6	17	4	1	13	2	2	8/44	6	4	1	1	7	3	2
9/42	8	13	-	-	13	2	2	9/44	9	2	-	-	10	3	2
10/42	10	8	-	2	15	2	2	10/44	9	2	-	-	10	3	2
11/42	8	14	-	2	9	2	2	11/44	5	4	-	1	9	3	2
12/42	8	13	2	1	11	2	2	12/44	5	4	1	-	11	3	2
1/43	8	10	-	1	12	2	2	1/45	4	5	-	-	8	4	2
2/43	8	3	1	1	15	3	3	2/45	5	2	-	-	7	4	2
3/43	8	3	-	-	9	3	3	3/45	4	2	-	-	8	4	2
4/43	9	7	1	2	12	3	3	4/45	3	2	-	-	8	4	2
5/43	10	7	2	2	9	3	3	5/45	3	2	-	-	6	4	2

STRIKE FLEET REVIEWED

You've probably seen it advertised on the back of ***Run 5*** *but what is it? Battle weary, bloody but still unbowed, Lieutenant (JG)* ***Danny Stevens*** *tells all*

From a simple mission in the Persian Gulf, to a nightmare scenario for the start of World War III, Electronic Arts' ***Strike Fleet*** is a simulation game that puts you in command of a modern navy, armed with up-to-date weapons and detection systems.

This is a game to flex your reflexes and bend your brain power in ways you have never imagined.

WHAT YOU GET

Well, we are seeing more and more games in that nice, easy to shelve square album cover format and I like it. Inside is a disk with the program and several scenarios, the operations manual and a very useful quick reference card with strategy tips and a keyboard layout page that sits before me at all times on critical missions.

The Operations Manual is clear, concise and very attractive. It gives step by step instructions about what is happening and has lots of screen illustrations to ensure you always know what you are looking at.

The section on all the different ship classes, aircraft and weapon types is excellent, with diagrams of each item (except for two of the Soviet missile types, the SA-N-5 "Grail" SAM and the the SS-N-12 "Sandbox" Anti-Ship missile, which are labeled "PICTURE UNAVAILABLE").

There are ten scenarios that are progressively harder, giving you a good learning mechanism. The first scenario, Stark Realities, gives you command of one ship and the mission briefing tells you to patrol the Persian Gulf and protect neutral shipping there. This is quite a handful for the beginner, learning to control the ship, identify other vessels, use helicopters effectively and handle the weapon systems in combat.

If you wash out you will be court martialled but if you do well a promotion is in order. The ranks you can obtain are: Deck Mopper. Ensign, Lieutenant JG, Lieutenant, Lieutenant Commander, Commander, Captain, Commodore, Rear Admiral, Vice Admiral, Admiral and finally Fleet Admiral.

Progressive scenarios add in a few more ships and tougher opponents including several WWIII scenarios in which I kicked the bucket regularly. By far the most challenging way to play this game is the Campaign, where you play a series of linked scenarios, carrying on with the ships you have and a few replacements at the beginning of each new scenario. Its tough, its fun, its what you've trained for.

PLAYING THE GAME

At the beginning of each scenario you may modify the composition of your strike fleet at the shipyard within the limits of the number of Force Points you are allotted. Here you can also review your fleet in detail.

This screen is also your introduction to the standard control format used throughout the game. A number of buttons and controls appear and simple key presses move the control highlight from one location to another. Once you have the button you want, press it.

This is a great way to interface the player to a very complex simulation.

Once you are satisfied with your fleet you press the SAIL button and you are moved to the command centre aboard your flagship and the scenario begins.

From the ship you can see bridge controls, views from the tower of the surrounding area, radar reports and the strategic map.

If there are several ships you may move from one bridge to another to review the situation and issue commands. You may also do this with any aircraft you have launched.

When cruising with a large fleet most ships will be on Auto so that they follow the Flagship. You have to be a bit careful here though. Auto does not mean there is an intelligent subordinate commander - that's your job! So if one of the ships running on Auto looks like running aground you better flip over there and do something about it.

This can make things in the heat of battle really exhausting and I've found myself working up quite a sweat trying to shepherd my fleet, dodge or destroy incoming missiles and torpedoes while trying to detect and K.O. the enemy.

Fortunately, no one has or is willing to use nukes. Because of the emphasis on realism such an option would have turned the game into a somewhat boring version of the Bedford Incident ("If I fire one he fires one..." etc).

The graphics and sound effects in this game are fantastic. On the IIGS especially, the colour is very good. The action is fast and visible and very tense: players with heart conditions please pause and save the game at fifteen minute intervals for a glass of water and a massage (Not provided with the game, sorry).

IN CONCLUSION

Strike Fleet is a simulation style game, like flight simulators and Gato. It allows you to simulate more than one vessel and is, in an action environment, more realistic than any arcade game. Only when you have a large number of ships to control, can the work-load get a little over-powering.

You have to find your own weaknesses either in combat reflex or long range planning and improve them if you wish to achieve high rank. The path to Fleet Admiral will keep you playing this game at a high level of interest for years. ◆

Title - **Strike Fleet**
Production - **Lucasfilm Games**
Publisher - **Electronic Arts**, 1820 Gateway Drive, San Mateo, CA. 94404. U.S.A.
Format - Apple II+, IIe, IIc, IIGS, C64/128
Reviewed by - Danny Stevens
Reviewed on - Apple II+ and IIGS

LETTERS
Continued from p. 3

Dear Sir,

I am writing to thank you for writing a retort to the way Mr Brooks handled his review of your programs in CGW. I thought that rating *Battlefront* as an "ambitious failure" was undeserved and showed a lack of thorough study of the game system employed. Although they tried to back-pedal the position they had written themselves into, there is no denying the written word.

As far as *Europe Ablaze* is concerned (its lacking success), I wish all my wargames gave me the satisfaction I got when I downed those damn FW200 Condors, which were raiding the English coast I was protecting with 10th Group (I had foolishly lost my radar and posted a CAP over the town they constantly attacked).

I could go on and on, but I would not say anything that you don't already know. I can only add that it's better your way than of any others I own.

In leaving I would also like to enter my suggestions on future projects (like you don't have enough).

Are you familiar with Avalon Hill's *Rise and Fall of the Third Reich*? If so, is it possible to design a game like this on the C64 or will you have to go to the 16 bit machines? I think a grand strategic treatment of the European and/or Pacific WW II theatres is long overdue.

Another era I think would be popular would be a wargame based on Middle Age warfare. I find the expansion of empires (English, Frankish, German) and caliphates during this time exciting. Even a limited scope game of baron vs baron competition would be good. I know some of my ideas have been done by others, but I am sure your team can do it much, much better.

Finally, into the future. Is the third version of Reach for the Stars, the space extravaganza you talked about in ***Run 5***, available? If not, is there another sci-fi game on the horizon? I am always hoping someone would bring out a space conquest game with a less abstract method of tactical ship-to-ship combat.

Picture this; a dreadnought, escorted by a cruiser and a number of space-destroyers, commanded by you (or secondary commander-player) is engaged in a death struggle with an enemy task force near a contested iron-rich planet in disputed territory.

A tactical display would show the ships, the firing of weapons, the strikes against shields and armour, display on damage inflicted, and the running of torpedos and missiles.

I know this is probably an Amiga-size game but wouldn't it be grand?

I could, on this too, go on and on. But no.

John Powell Jr.
Crescent, Iowa
USA

Dear Mr Keating,

I am writing to you, rather than to other software manufacturers, because of the name of your company, *Strategic* Studies Group. As a long-time player of war games, I have been struck by the fact that no manufacturer to date, to the best of my knowledge, has produced a real pre-20th century *strategic* simulation computer game.

SSG, for example, has produced a large number of excellent simulations. Your games *Reach for the Stars* and the new

Continued on p. 48

SARATOGA

The Battle for Freeman's Farm

19th September, 1777

A Scenario for the *Decisive Battles System*

by Malcolm Power and Stephen Hart

Dissatisfaction with British rule in the American colonies came into focus in September 1774 when the First Continental Congress met in Philadelphia and found itself unanimous on the topic of British perfidy. In April 1775 the first blows were struck and on 14th June, George Washington was appointed as commander-in-chief of the Continental Army.

The army, mostly composed of militia, was not at first very successful. An ambitious attempt to invade Canada came to grief in the long and unsuccessful siege of Quebec, but this did not prevent the colonies from declaring their Union and Independence at Philadelphia on 4th July 1776.

This event caused Philadelphia to assume an unwarranted importance in British thinking and affected her subsequent strategy. Howe moved his base to New York and forced Washington out of Brooklyn at the end of August. Howe initially thought he could take Philadelphia easily but he was delayed by the winter weather and by Washington defeating detached brigades at Trenton (26th December 1776) and Princeton (3rd January 1777).

1777 was a critical time for the new nation. British strategy for the year involved the taking of Philadelphia and taking control of the Hudson River and the St Lawrence-Lake Champlain line, thereby isolating the New England area. Howe himself would take care of Philadelphia while Burgoyne would move south from Canada, down the line of the Hudson to take Albany. Howe commanded about 15,000 troops, Burgoyne about 7,000 with a strong artillery train. A diversionary force of 1,700 men under Brigadier St. Leger was ordered to advance on Albany via Lake Ontario and the Mohawk Valley.

Washington elected to use his main force to keep watch on Howe and to attempt to build up a secondary force at Albany to resist Burgoyne when he arrived. This force was commanded by Major-General Schuyler, replaced in August by Major-General Horatio Gates.

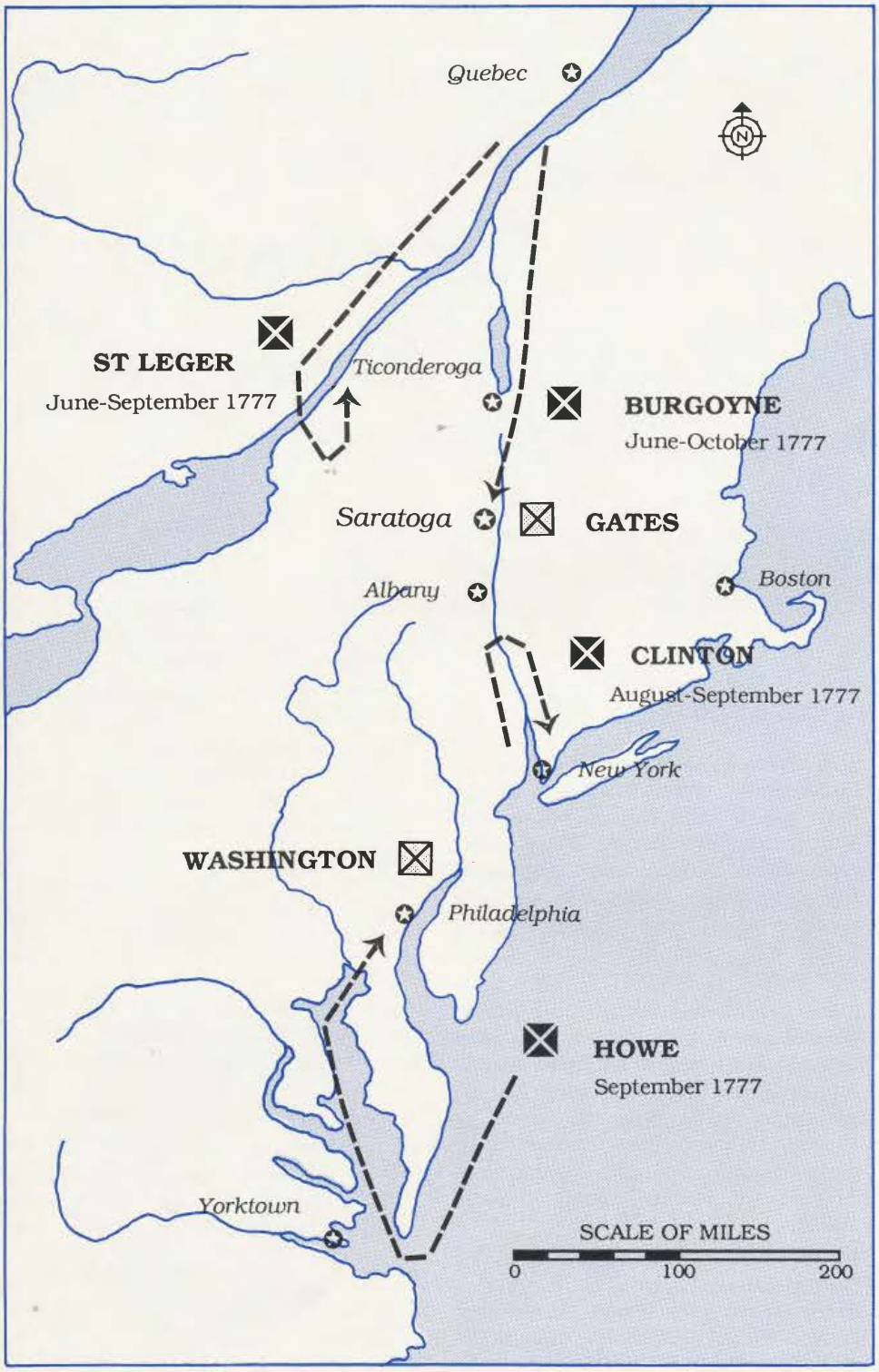
In June, Burgoyne sailed down Lake Champlain and arrived at Fort Ticonderog on 1st July. It was strongly defended by 3,600 American troops under Major-General St. Clair but Burgoyne placed his artillery on Mt Defiance, overlooking the fort, and the garrison was forced to evacuate.

Burgoyne continued his advance to Fort Edward, on the Upper Hudson, which he took on 28th July. There, however, he was obliged to wait for more than a month while he built up supplies and it was here that communications between Howe and Burgoyne broke down.

Burgoyne was expecting Howe's full support for the move on Albany but Howe had moved most of his army to the head of the Chesapeake in order to move on Philadelphia from the south. He had left behind only 7,000 men, some half of whom were untrained militia, under Clinton with orders only

"Gentleman Johnny" Burgoyne *Commander of the British Forces at Saratoga*

to remain on the defensive. Burgoyne, unaware of this, ordered Clinton to advance on Albany "with all possible expedition" but although Clinton did send 2,000 men, they never got to Albany and were in any case too few to distract Gates. Burgoyne also learned at this time of the failure of St Leger's expedition. Having failed to take Fort Stanwix, on the upper Mohawk, they gave way before a force under Major-General Benedict Arnold and retreated back to Canada. Howsoever, by 12th September, Burgoyne had gathered together his artillery and a month's supply and he continued south.



British Operations in North America in 1777.

Unbeknownst to him, Howe had just fought Washington at Brandywine and defeated him and would occupy Philadelphia on 26th. But Burgoyne would soon wish that Howe had left that tempting, but essentially useless, prize and lent the Albany movement a little support.

THE BATTLE

Burgoyne and his army, now down to about 5,000 men, ran into the American forces just north of the junction of the Mohawk and Hudson rivers on near the village of Saratoga. His opponent, Gates and his second-in-command Arnold commanded 5,000 men of the Continental Army and a like number of militia.

Tactically, the two armies were quite different. The American strength was in a good use of the terrain and in their deadly, aimed small-arms fire. The British troops were less accurate with their small-arms but were well practiced with the bayonet at close quarters and disciplined movement kept their formations much better. Burgoyne also had his artillery train.

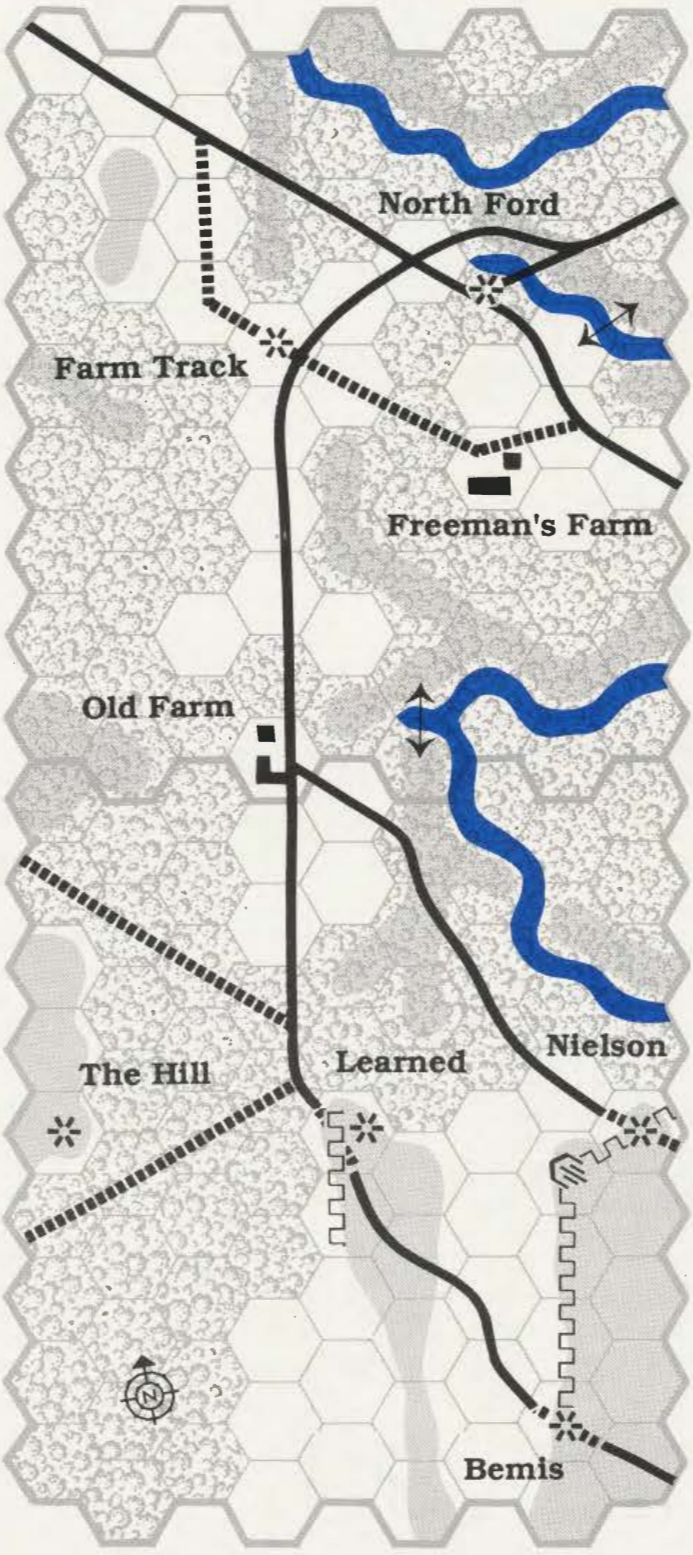
Gates had fortified the Bemis Heights plateau in a strong position. Burgoyne planned to repeat his Ticonderoga success by taking an unoccupied hill on the American left and shelling the Bemis Heights defenses.

The battle on the 19th, however, took place in front of Bemis Heights, near Freeman's Farm, for Arnold was convinced that American tactical ability would prove superior in the woods.

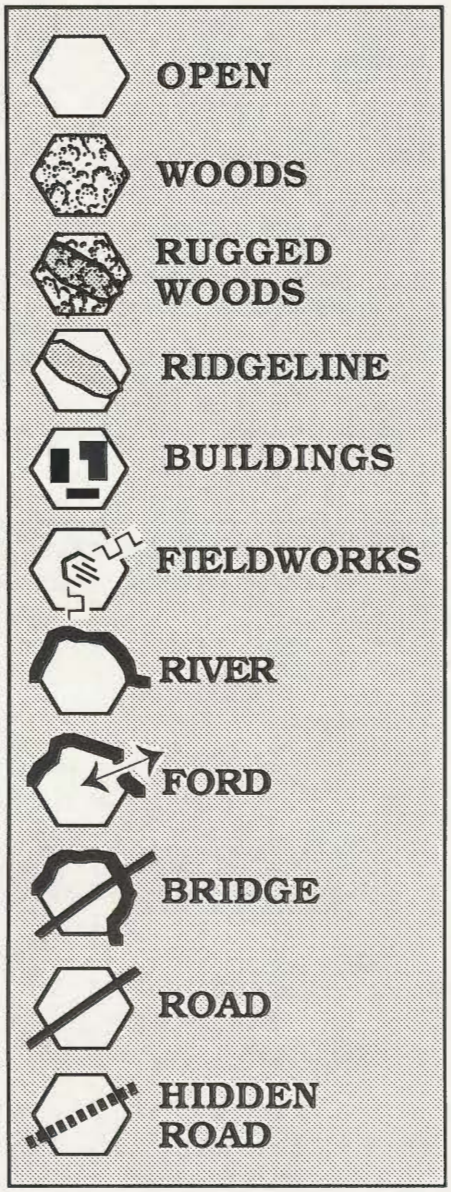
The British advanced in three columns through a dense fog towards Freeman's Farm. About noon, the central column came under fire from riflemen led by Morgan, and Gates and Arnold brought up another 4,000 men. Burgoyne's 1500 managed to hold their positions until Riedesel's column arrived on the

Continued on p. 35

SARATOGA - Map



Terrain Key



SARATOGA - Brigades

UNIT NUMBER	1-127	1	2	3	4	5	6	7	8	9	10	11	12	13
UNIT ID	[3]	24B	Ltl	Grn	QLR	KLA	Can	Ind	9Bn	20B	21B	26B	Vrh	VSp
MAP LOC	(x,y)	0,0	0,0	0,0	0,0	0,0	0,0	0,1	7,3	7,2	8,2	8,2	8,5	8,6
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	1	1	1	1	1	1	1	2	2	2	2	3	3
ARRIVAL	0-95	1	0	1	1	2	2	1	0	0	0	1	1	1
TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	7	7	7	7	7	7	2	0	1	1	1	1	1
SMALL ARMS	0-31	2	4	2	2	2	2	1	2	2	2	2	2	2
ARTILLERY	0-31	0	0	0	0	0	0	0	17	17	16	0	17	17
TROOP STREN.	0-31	6	7	5	3	3	4	3	5	5	4	4	5	4
MOVEMENT	0-15	6	6	6	6	6	6	7	6	6	6	6	6	6
BATTERY STR.	0-15	0	0	0	0	0	0	0	1	1	1	0	1	1
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	5	3	4	4	3	4	4	5	3	4	4	3
COHESION	0-7	7	7	7	6	6	6	5	7	7	7	6	6	7
EXPERIENCE	0-7	4	6	5	2	3	3	5	4	6	4	4	4	4
REGIMENTS	0-7	7	7	5	4	4	4	3	5	5	5	5	5	5
LIKELIHOOD	0-7	7	7	7	7	7	7	6	7	7	7	7	6	6

UNIT NUMBER	1-127	14	15	16	17	18	19	20	51	52	53	54	55	56
UNIT ID	[3]	VRh	VBr	Grn	ART	47B	Ebp	ART	1Ma	4Ma	13M	15M	2AM	17A
MAP LOC	(x,y)	8,7	0,0	0,0	0,0	8,1	8,1	8,1	7,14	8,15	7,15	8,16	7,16	7,13
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	3	4	4	4	5	5	0	11	11	11	11	11	11
ARRIVAL	0-95	1	1	1	1	1	1	2	3	3	3	3	0	0
TYPE	0-3	0	0	0	3	0	0	3	0	0	0	0	0	0
OBJECTIVE	0-23	1	7	7	7	8	8	8	4	4	4	4	0	0
SMALL ARMS	0-31	2	4	2	0	2	2	0	3	3	3	3	3	3
ARTILLERY	0-31	16	17	17	17	17	17	18	0	16	16	0	0	0
TROOP STREN.	0-31	5	8	5	3	3	4	5	3	3	3	3	5	5
MOVEMENT	0-15	6	6	6	6	6	6	4	6	6	6	6	0	0
BATTERY STR.	0-15	1	1	1	4	1	1	5	0	1	1	0	0	0
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	5	4	4	3	4	4	3	4	5	5	4	4	5
COHESION	0-7	7	7	7	7	6	6	7	7	7	7	7	6	6
EXPERIENCE	0-7	5	5	4	3	3	3	4	4	5	5	4	3	4
REGIMENTS	0-7	5	7	5	1	4	5	2	4	4	4	4	5	5
LIKELIHOOD	0-7	6	5	5	5	0	0	0	5	5	5	5	7	7

SARATOGA - Brigades (cont.)

UNIT NUMBER	1-127	57	58	59	60	61	62	63	64	65	66	67	68	69
UNIT ID	[3]	DAM	2NY	4NY	1N	2NH	3NH	11V	DLI	CCM	LCM	2Ma	8Ma	9Ma
MAP LOC	(x,y)	8,13	3,7	3,8	3,9	3,10	3,11	5,4	6,5	3,12	4,13	4,14	5,14	4,14
CORPS	0-15	0	0	0	0	0	0	0	0	0	0	0	0	0
DIVISION	0-39	11	12	12	12	12	12	12	12	12	12	13	13	13
ARRIVAL	0-95	0	0	0	0	0	0	0	0	0	0	2	2	3
TYPE	0-3	0	0	0	0	0	0	0	0	0	0	0	0	0
OBJECTIVE	0-23	0	7	7	7	7	7	0	0	7	7	2	2	2
SMALL ARMS	0-31	3	3	3	3	3	3	5	5	3	3	3	3	3
ARTILLERY	0-31	0	0	0	0	0	0	0	0	0	0	16	16	0
TROOP STREN.	0-31	6	3	3	3	3	3	5	3	4	4	3	3	3
MOVEMENT	0-15	0	6	6	6	6	6	6	6	6	6	6	6	6
BATTERY STR.	0-15	0	0	0	0	0	0	0	0	0	0	1	1	0
SHATTERED	0-1	0	0	0	0	0	0	0	0	0	0	0	0	0
LEADERSHIP	0-7	4	5	5	5	4	5	7	6	4	4	5	5	5
COHESION	0-7	6	7	7	7	7	7	7	7	6	6	7	7	7
EXPERIENCE	0-7	4	6	6	5	4	5	7	6	4	4	6	5	4
REGIMENTS	0-7	5	4	4	4	4	4	6	4	4	4	4	4	4
LIKELIHOOD	0-7	7	7	7	7	7	7	7	7	7	7	7	7	7

UNIT NUMBER	1-127	70	71
UNIT ID	[3]	3NY	Art
MAP LOC	(x,y)	4,15	8,14
CORPS	0-15	0	0
DIVISION	0-39	13	0
ARRIVAL	0-95	3	0
TYPE	0-3	0	3
OBJECTIVE	0-23	2	0
SMALL ARMS	0-31	3	0
ARTILLERY	0-31	0	17
TROOP STREN.	0-31	1	3
MOVEMENT	0-15	6	0
BATTERY STR.	0-15	0	2
SHATTERED	0-1	0	0
LEADERSHIP	0-7	6	3
COHESION	0-7	7	7
EXPERIENCE	0-7	5	3
REGIMENTS	0-7	4	1
LIKELIHOOD	0-7	7	7

Cont. from p.32

American right flank, forcing the Americans to withdraw.

Little happened for the next three weeks, except that Burgoyne dug in and the Americans received reinforcements and cut Burgoyne's supply lines.

In desperation he attacked again on 7th October but the attack was a failure and, on 17th October, he was forced to surrender.

The battle was the turning point of the war. On 13th February 1778, France signed a treaty of alliance with the United States and Britain, with no allies in Europe, became over-extended.

Cornwallis' surrender at Yorktown in October 1781 merely marked the end of declining British fortunes in America. At Versailles in November 1783, Britain finally acknowledged that America was hers no more.

CREATING THE SCENARIO

If this is the first time you have tried to transfer a magazine scenario onto a save-game disk, we recommend you follow these directions. The letters in parentheses after each heading refer to the corresponding section in the ***Decisive Battles*** manual.

Preparing the Disk [3]. Boot up the Master Disk and select <CREATE> from Menu H. Select <SCENARIO> from Menu B. <LOAD> any historical scenario. You have been processed through to Menu J. Select the <DISK> line from that menu.

If you have one disk drive, remove the Master Disk and replace it with a blank disk.

If you have two drives, remove the Scenario Disk from the second drive and replace it with a blank disk.

Select <FORMAT> from the on-screen menu. Once this is done, select <SAVE> from the menu and store any of the historical scenarios in any unused save-game location. This procedure prepares the template on which

SARATOGA - Divisions

DIV NUMBER	1-39	1	2	3	4	5	11	12	13
DIVISION ID	[9]	Fraser	Hamilton	Riedesel	V.Breyman	V.Gall	Glover	Poor	Learned
CORPS	0-15	0	0	0	0	0	0	0	0
TYPE	0-1	0	0	0	0	0	0	0	0
ORDERS	0-2	0	0	0	0	0	1	1	1
OBJECTIVE #1	0-23	7	8	1	7	8	2	1	7
OBJECTIVE #1	0-23	2	2	2	2	2	0	0	0
LEADERSHIP	0-7	6	3	5	4	3	5	5	4
STAFF	0-7	4	2	3	2	2	3	4	2

SARATOGA - Objectives

OBJECTIVE NUM.	1-23	1	2	3	4	5	6	7	8
OBJECTIVE NAME	[11]	Freeman's	Old Farm	The Hill	Learned	Nielson	Bemis Hill	Farm Trck	North Ford
MAP LOCATION	(x,y)	6,5	3,8	0,13	4,13	8,13	7,16	3,3	6,3
START TURN (N)	1-95	1	1	1	1	1	1	1	1
STOP TURN (N)	1-95	10	10	10	10	10	10	10	10
VPs/TURN (N)	0-255	5	2	1	1	1	1	3	2
VPs AT END (N)	0-255	25	15	5	2	2	2	20	30
MAN. VALUE (N)	0-15	0	0	0	0	0	0	0	0
START TURN (S)	1-95	1	1	1	1	1	1	1	1
STOP TURN (S)	1-95	10	10	10	10	10	10	10	10
VPs/TURN (S)	0-255	5	10	10	10	10	10	5	1
VPs AT END (S)	0-255	15	20	25	50	50	50	15	3
MAN. VALUE (S)	0-15	0	0	0	0	0	0	0	0

SARATOGA - Terrain Effects Chart

TERRAIN TYPE #	T0-T31	T4	T6	T8	T9	T10	T20	T21
TERRAIN NAME	[11]	Open	Woods	Rugged Wood	Ridgeline	Buildings	Fieldworks	Fieldworks
SIGHTING VALUE	0-7	1	4	7	6	1	6	6
MOVEMENT COST	0-7	1	3	4	3	1	3	3
COVER VALUE	0-7	1	3	5	4	2	4	4
FORT. (NORTH)	0-7	0	0	0	0	0	3	3
FORT. (SOUTH)	0-7	0	0	0	0	0	0	0

we will build the current **Saratoga** scenario.

The Warplan™menus are displayed on the back of the game menus card. Refer to this when necessary.

Title [5c]. There are three lines of text for the title:

Saratoga

Battle of Freeman's Farm

Sept. 19th, 1777

Change the command names from NORTH to AMERICA and from SOUTH to BRITAIN. Go back to Menu J and resave the game in the same location.

Map Size [5a(i)]. The top left sector is 0. The bottom right sector is 1.

Define Terrain [5a(ii)]. The accompanying Terrain Effects Chart lists the details of the active terrain types for this scenario. Select the icons of your choice to represent the six terrain types.

SARATOGA

AMERICAN FORCES

Continental Army

Maj-Gen H. Gates

Maj-Gen B. Arnold

Artillery

(ART; 100 men, 4 guns)

Glover's Brigade

1st Massachussetts (1Ma; 300 men, no guns), 4th Massachussetts (4Ma; 300 men, 2 guns), 13th Massachussetts (13M; 300 men, 2 guns), 15th Massachussetts (15M; 300 men, no guns), 2nd Albany Militia (2AM; 500 men, no guns), 17th Albany Militia (17A; 500 men, no guns), Duchess and Ulster Militia (DAM; 600 men, no guns)

Poor's Brigade

2nd New York (2NY; 300 men, no guns), 4th New York (4NY; 300 men, no guns), 1st New Hampshire (1NH; 300 men, no guns), 2nd New Hampshire (2NH; 300 men, no guns), 3rd New Hampshire (3NH; 300 men, no guns), 11th Virginia (11V; 500 men, no guns), Dearborn's Light Infantry (DLI; 300, no guns), Cook's Connecticut Militia (CCM; 400 men, no guns), Latimer's Connecticut Militia (LCM; 400 men, no guns)

Learned's Brigade

2nd Massachussetts (2Ma; 300 men, 2 guns), 8th Massachussetts (8MA; 300 men, 2 guns), 9th Massachussetts (9Ma; 300 men, no guns), 3rd New York (3NY; 300 men, no guns)

SARATOGA

BRITISH FORCES

British and Allied Army

Lt-Gen John Burgoyne

Artillery

(ART; 500 men, 10 guns)

Fraser's Division

24th Battalion (24B; 600 men, no guns), Corps of Light Infantry (LtI; 700 men, no guns), Corps of Grenadiers (Grn; 500 men, no guns), Queen's Loyal Rangers (QLR; 300 men, no guns), King's Loyal Americans (KLA; 300 men, no guns), Canadian Battalion (Can; 400 men, no guns), Iroquois Indians (Ind; 300 men, no guns)

Hamilton's Division

9th Battalion (9Ba; 500 men, 2 guns), 20th Battalion (20B; 500 men, 2 guns), 21st Battalion (21B; 400 men, 2 guns), 26th Battalion (26B; 400 men, no guns)

Riedesel's Division

Von Rhetz (Brunswick) Regiment (VRh; 500 men, 2 guns), von Specht (Brunswick) Regiment (VSp; 400 men, 2 guns), von Riedesel (Brunswick) Regiment (500 men, 2 guns)

Von Breyman's Division

Brunswicker Light Infantry Battalion (VBr; 800 men, 2 guns), von Breyman Grenadier Battalion (Grn; 500 men, 2 guns), Artillery (ART; 300 men, 8 guns)

Von Gall's Division

47th Battalion (47B; 300 men, 2 guns), Hesse-Hannau Regiment Erbprinz (Ebp; 400 men, 2 guns)

Create Map [5a(iii)]. Select the <CLEAR> line from Menu J. Clear only the map. Do not clear the data. Use the accompanying map to build up the screen map. Do not forget to assign control to each hex. The following hexes are under British control: (7,1), (7,2), (7,3), (8,1), (8,2), (8,3). All other hexes are under American control. The map shows which roads should be entered as hidden (sunken) roads. Where roads run through buildings, make those roads into hidden roads; it looks better if you do.

Save the game again. How often you save really depends on how lucky you feel. After several major disasters, I choose to save after each section is completed.

Limits [5b(i)]. Before you can set the force limits, you must go through all the Union units in the data base and clear them.

The force limits are as follows; corps (8), divisions (11), brigades (51). This is more than we will use but it allows room for additional units if we want to enlarge the scenario. Artillery weapon limits must be set to 16.

Weapons [5b(ii)]. Select <WEAPONS> from Menu 9, then <SMALL ARMS>. <CLEAR> the data base and create the following weapon types:

1. Bow + Axe (0), (2), (7),
2. British Musket (1), (2), (7),
3. Musket (1), (2), (5),
4. Mixed Musket (1), (3), (4),
5. Rifle Musket (1), (6), (4).

Using the same process, create the following ARTILLERY types:

16. 3lb Smooth Bore (3), (3), (1), (0),
17. 6lb Smooth Bore (3), (3), (2), (1),
18. Mixed Heavy (5), (2), (4), (3).

PLAYER NOTES

The historical commander of the American Continental Army at Saratoga was Horatio Gates, with Benedict Arnold as his second-in-command. In this scenario, the roles have been reversed to reflect the fact that it was Arnold who was the effective commander for this engagement and the one who was convinced that the British should be engaged in the woods in front of the fortifications on Bemis Heights.

The number of men engaged was fairly small (about five thousand on each side) and units have been adjusted accordingly.

Thus "Brigades" actually represent (mostly) regiments and "Divisions" are the often informal groups under which

Continued on p. 48

TABLES OF ORGANIZATION AND EQUIPMENT FOR THE BATTLEFRONT GAME SYSTEM (1939 - 1945)

Part One

British, American, Polish and French Divisions

As far back as Issue 3 we have been promising an article which would help our readers to fit historical orders of battle into the Battlefront Game System format. Well, better late than never.

There will be a further one or two parts to this article, depending upon space limitations in the next issue.

The following notes should be read before using the data in the tables.

EQUIP. This is a suggested name for the equipment used by the battalion (see 5.22 in the WarPlan™ menus). It has no effect on the play of the game.

CLASS. This is the number which defines the type of battalion; 0 = infantry, 1 = motorized infantry, 2 = mechanized infantry, 3 = parachute (airborne) infantry, 4 = heavy weapons, 5 = cavalry, 6 = reconnaissance, 7 = engineer, 8 = anti-tank, 9 = anti-air, 10 = tank destroyer, 11 = tank, 12 = assault gun, 13 = artillery.

This number defines the role of the battalion in the game. Thus, all battalions from Class 8 and 10 will confer the anti-tank bonus where appropriate. Class 10 battalions will also confer the armour in defense bonus.

MOVE. The suggested movement allowances used here are based on a map scale of 1 mile per hex. If your map scale is different, make a pro-rata adjustment. For example, if your map scale is two miles per hex, halve all movement allowances. If you stick to consistent movement values for your troops, you can use the terrain effects to regulate the distance traveled per turn by each battalion. Note that this movement scale is based on a *mech min* value of 10.

MAX STR. The guidelines in section 5.21 of WarPlan™ are used throughout.

RATING. I'll let you in on a piece of information not given in any of the game manuals. Armour type battalions (i.e Classes 2, 10, 11 and 12) have 4 added to their rating by the computer for combat purposes. This allows a more equitable differentiation of the rating scale. Thus, the apparently poor ratings for mechanized infantry battalions are explained.

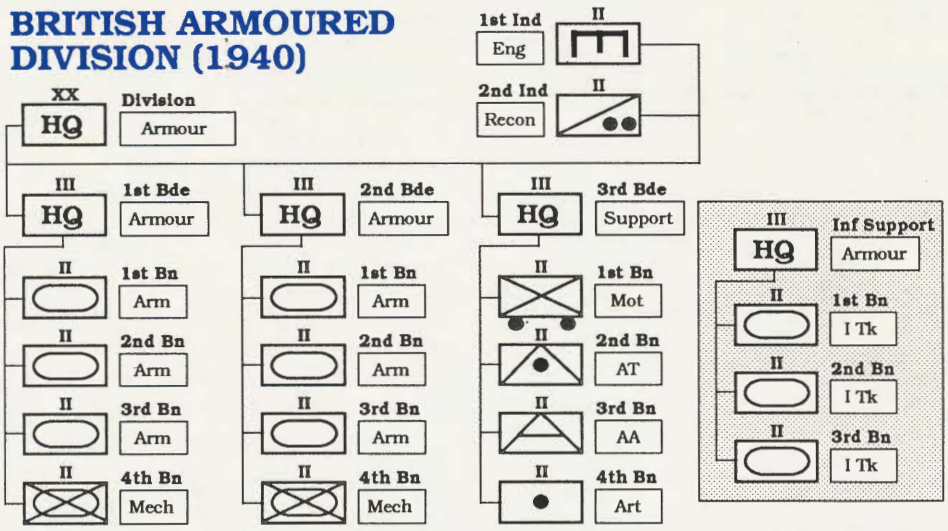
RANGE. As with movement allowances, range values are based on a map scale of 1 mile per hex.

There will be a complete (sic) description of the ***Battlefront Game System*** combat mechanics in the next issue. ◆

TO&E List

p. 39 British Armoured Division (1940)
p. 39 British Infantry Division (1940)
p. 40 British Armoured Division (1942)
p. 40 British Infantry Division (1942)
p. 41 British Armoured Division (1944)
p. 41 British Infantry Division (1944)
p. 42 British Airborne Division (1944-5)
p. 42 Polish Infantry Division (1939)
p. 43 US Armoured Division (1943-5)
p. 43 US Airborne Division (1944-5)
p. 44 US Infantry Division (1942-5)
p. 44 US Marine Division (1942-5)
p. 45 French Infantry Division (1940)
p. 45 French Armoured Division (1940)
p. 46 French Mechanized Division (1940)
p. 46 French Cavalry Division (1940)
p. 47 French Infantry Division (1944-5)
p. 47 French Armoured Division (1944-5)

BRITISH ARMOURED DIVISION (1940)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Arm	A-9	11	16	9	3	0
Mech	Bren	2	10	12	5	0
Mot	Lorry	1	10	12	9	0
AT	2 pdr	8	6	6	2	0
AA	Bofor	9	6	6	4	0
Art	25 pdr	13	4	8	10	8
Eng	Lorry	7	10	9	10	0
Recon	AC	6	16	3	6	0
I Tk	Matilda	11	10	9	1	0

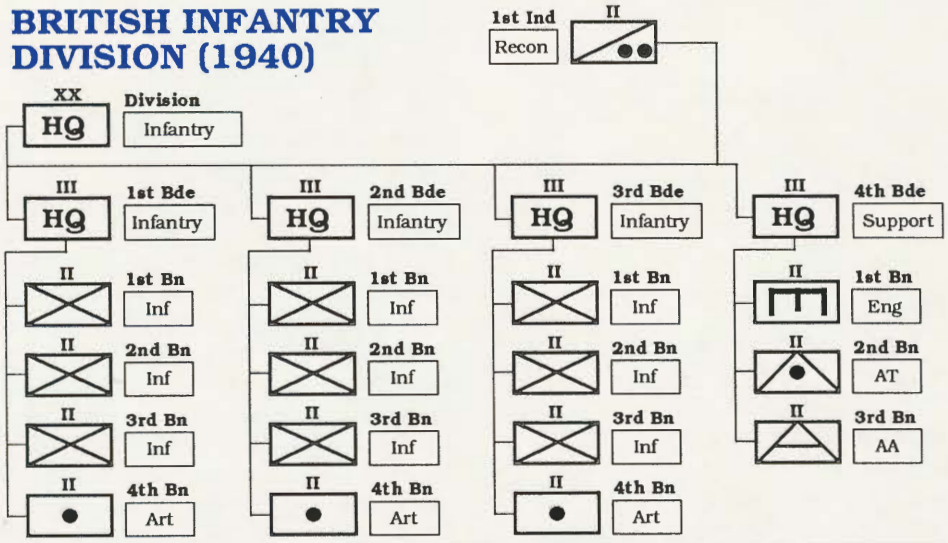
NOTES

The main combat power of the early British Armoured division are the two tank brigades. The supporting units (artillery, anti-tank etc) have been grouped into a single formation.

Only the engineer and reconnaissance battalions have any flexibility. The *support group* concept proved unweildly in battle because of the difficulty it placed on command control. The effectiveness of British armour was further reduced by the generally execrable quality of their early tanks.

In addition to armoured divisions, independent tank brigades were used for infantry support. With no integral infantry support of their own, the absence of combined arms experience and doctrine and the next-to-useless Matilda tank, these brigades did not do well.

BRITISH INFANTRY DIVISION (1940)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	12	9	0 (1) a
Art	25 pdr	13	4	4	10	8
Eng	Lorry	1	10	9	10	0
AT	2 pdr	9	6	8	2	0
AA	Bofor	8	6	6	4	0
Recon	Bren	6	16	6	7	0

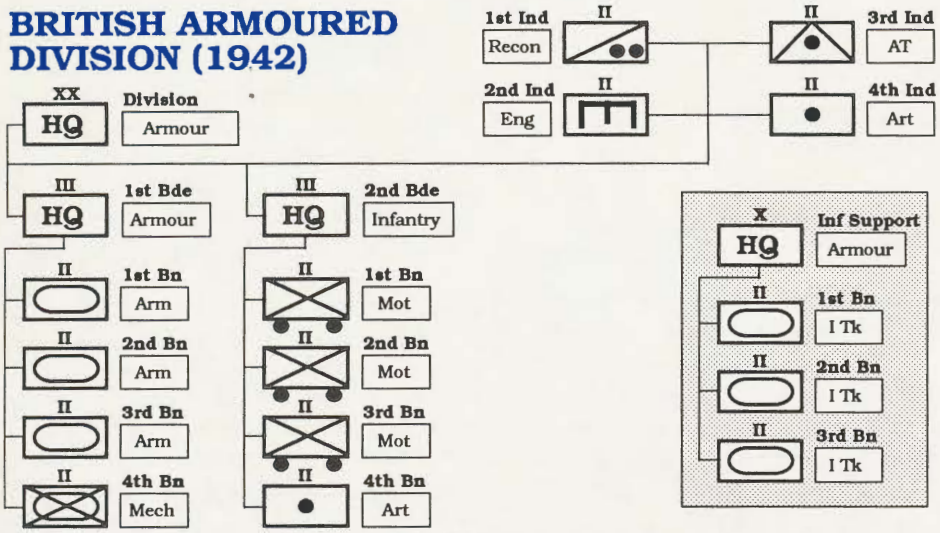
NOTES

As with the armoured division, the infantry division of 1940 possessed a flawed command structure. The three infantry brigades were essentially independent formations while most of the division's assets were formed into a separate support group.

British infantry battalions of this period were not well equipped with automatic weapons but they did have a healthy provision of organic artillery. The only infantry anti-tank weapon available was the notorious Boys Rifle; worse than useless.

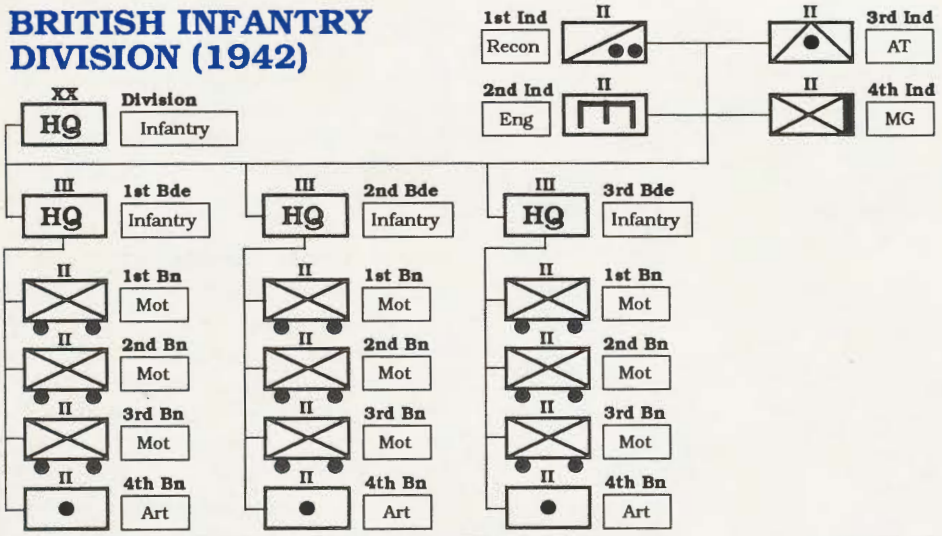
(a). When creating an infantry brigade, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the brigade a heavy weapons bonus.

BRITISH ARMOURED DIVISION (1942)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Arm a	Stuart	11	12	9	4	0
	Grant	11	12	9	5	0
	Crusader	11	14	9	7	1
	Sherman	11	12	9	8	1
Mech	Bren	2	10	12	6	0
Mot	Lorry	1	10	12	10	0 (1) b
Art	25 pdr	13	4	8	10	8
Recon	AC	6	16	9	6	0
Eng	Lorry	7	10	12	10	0
AT	2 pdr	8	6	6	2	0
	6 pdr	8	6	6	5	1

BRITISH INFANTRY DIVISION (1942)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	12	10	0 (1) a
Art	25 pdr	13	4	8	10	8
Recon	AC	6	16	9	6	0
Eng	Lorry	7	10	12	10	0
AT	2 pdr	8	6	7	2	0
	6 pdr	8	6	7	5	1
MG	Bren	4	10	9	12	1

NOTES

This structure is an improvement over the 1940 model. The support group has been abolished and its assets placed under the division commander's direct control.

There is still a weakness in the structure of the armour and motorized brigades. It proved difficult to integrate armour and infantry operations in the field. Too often, particularly in North Africa, the tanks went without adequate infantry support. Such a division comprised 13,000 men while the tank brigade contained about 200 tanks.

(a). Between 1942 and 1945, the British army tried out several tanks, both original and American designs. A tank battalion (nominally a regiment) would typically have two types of tanks. For convenience, assign a single type to each battalion. For example, an armoured division in North Africa in 1943 could have 2 battalions of Grants and one of Crusaders.

(b). When creating an infantry brigade, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the brigade a heavy weapons bonus.

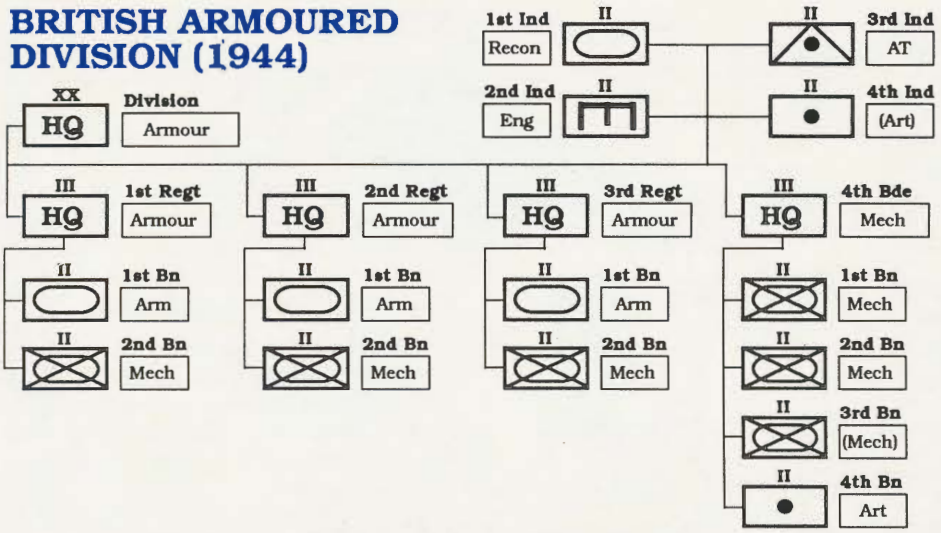
NOTES

From early 1942, all regular infantry divisions became fully motorized. Total personnel was about 17,500, two thousand more than the earlier model. Approximately 12,500 of these were combat troops. The basic infantry battalion is 830 men, now provided with more mortars and automatic weapons.

The support group structure has been abandoned and its assets returned to the direct control of the division commander. Artillery strength has been doubled with each brigade having a more-or-less permanently attached artillery battalion. The 6 pdr PIAT offered some defense against enemy tanks.

(a). When creating an infantry brigade, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the brigade a heavy weapons bonus.

BRITISH ARMOURED DIVISION (1944)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Arm	Sherman	11	12	9	10	1
	Firefly	11	12	9	12	1
Mech	HTrack	2	12	12	7	0
(Mech)	HTrack	2	12	12	9	1
Art	25 pdr	13	4	8	10	8
(Art)	Sexton	13	10	8	11	8
Recon	Cromwell	11	14	9	9	1
Eng	Lorry	7	12	12	11	0
AT	17 pdr	8	6	8	12	2

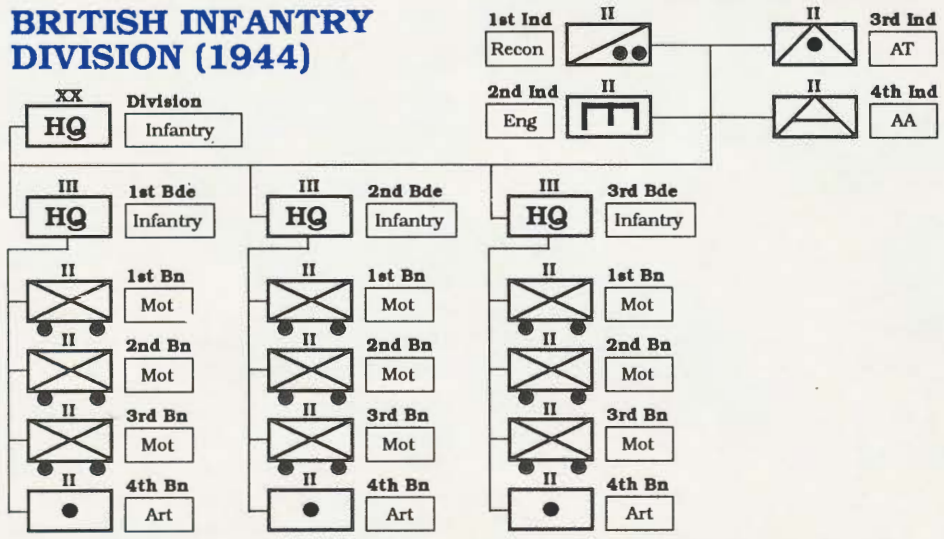
NOTES

By the middle of 1944, the British armoured division had evolved into its final form; considerably superior to the earlier models. Each tank regiment now included an organic mechanized battalion so that the armoured brigade is best represented as three separate regiments, each one a complete fighting force.

Personnel had increased to 15,000 and tanks to about 370. All infantry were mounted in half-tracks. The Sexton is a self-propelled 25 pdr. The firefly is a Sherman chassis with a modified 17 pdr tube. The firefly did not appear in large numbers until the end of 1944.

The recon battalion used Cromwell tanks which are better treated as an armour type than a recon type. The engineer battalion was also mounted in half-tracks. The third battalion in the mech brigade includes a heavy machine-gun company.

BRITISH INFANTRY DIVISION (1944)



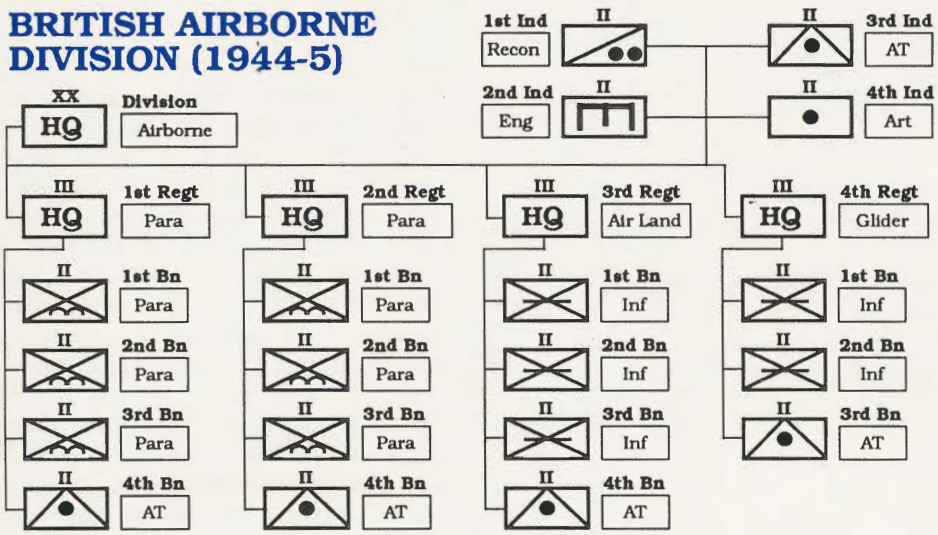
TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Mot	Lorry	1	10	12	12	0 (1) a
Art	25 pdr	13	4	8	10	8
Recon	AC, SC	6	16	12	8	0
Eng	Lorry	7	10	12	13	0
AT	6 pdr	8	6	8	5	1
	17 pdr	8	6	8	12	2
AA	Bofor	4	10	9	4	0

NOTES

There is not much difference between this model and the previous one. More AA weapons are on hand and battalion firepower has been further augmented by more automatic weapons and mortars. The presence of the lethal 17 pdr (76mm) anti-tank gun has finally given British infantry an effective weapon against German armour. The recon (recce) battalion has doubled in strength and has been provided with more armoured cars.

(a). When creating an infantry brigade, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the brigade a heavy weapons bonus.

BRITISH AIRBORNE DIVISION (1944-5)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Para	Leg	0	6	9	6	0 (1) a
Inf	Leg	0	6	12	8	0 (1) a
AT	2 pdr	8	4	4	2	0
	6 pdr	8	4	4	5	1
Recon	Jeep	6	12	3	4	0
Eng	Leg	7	6	9	8	0
Art	75mm	13	3	3	7	5

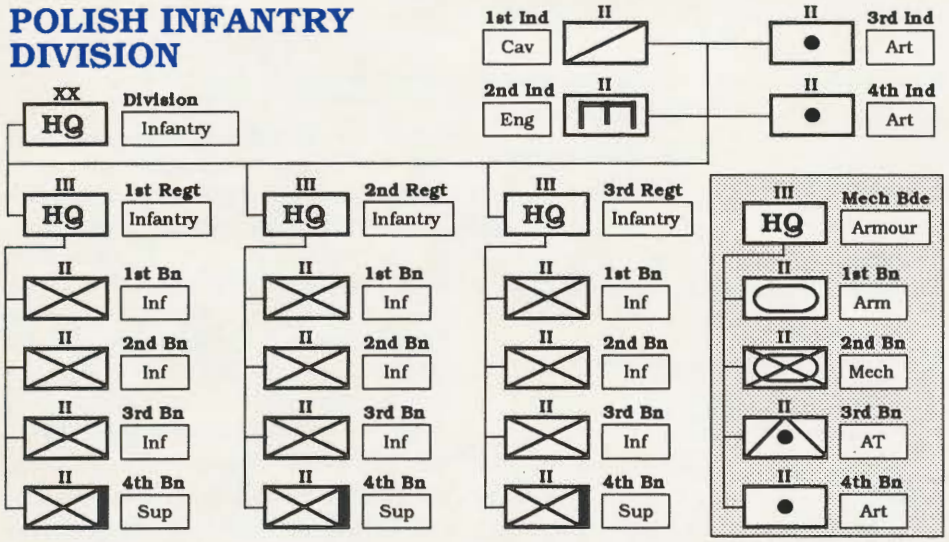
NOTES

A British airborne division had much the same structure as its American counterpart. Typically it had more anti-tank and less artillery. The fourth regiment shown in this example is not an organic part of the division but rather a composite formation of support troops. Such a unit was attached to the Red Devils for their drop at Arnhem.

The air-landing regiment had considerably more firepower than the parachute regiments but was less flexible in employment. The 75mm artillery is the same short-barreled model used by US Airborne units.

Notwithstanding the quality of the airborne units, they proved a costly failure when faced by resolutely led tanks.

POLISH INFANTRY DIVISION



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	6	5	0
Sup	Var. HW	4	6	4	8	1
Cav	Horse	5	9	4	4	0
Eng	Leg	7	6	4	6	0
Art (a)	75mm	13	3	8	6	8
	100mm	13	3	4	7	8
Arm	TK/7TP	11	12	3	3	0
Mech	Lorry	2	10	12	2	0
AT	37mm	8	4	4	4	1

NOTES

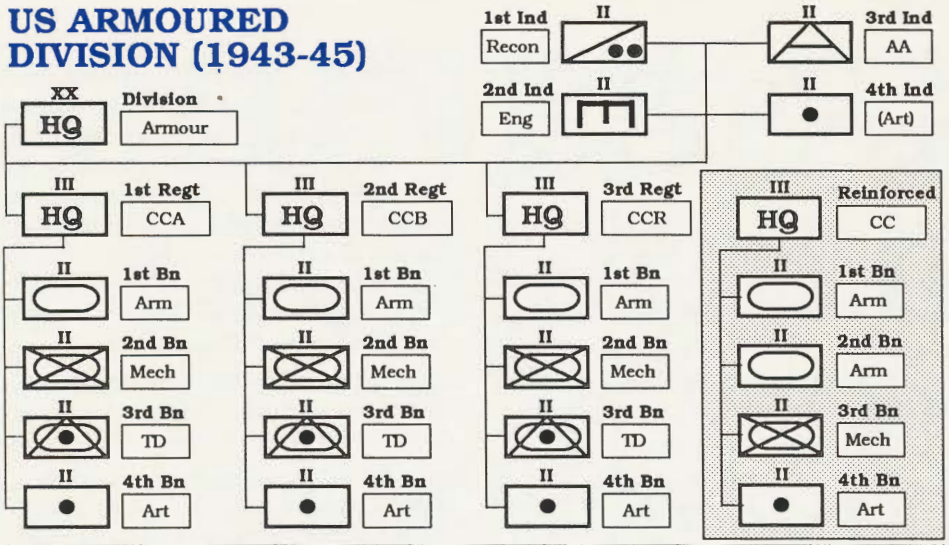
A typical Polish infantry division comprised about 9,000 men; somewhat smaller than most of its contempories. An infantry battalion comprised about 450 men instead of the more usual 800-1,000.

There were few automatic weapons available although a reasonable number of artillery, mortar, anti-tank and heavy machine guns were attached to each regiment. They have been grouped into a support battalion to best reflect their employment.

The mechanized brigade did not appear until just before hostilities commenced and only two were ready for war in September 1939. The two small mech battalions have been grouped into one for convenience. An independent cavalry brigade had essentially the same structure, except that the mech unit was replaced with a cavalry unit of the same size.

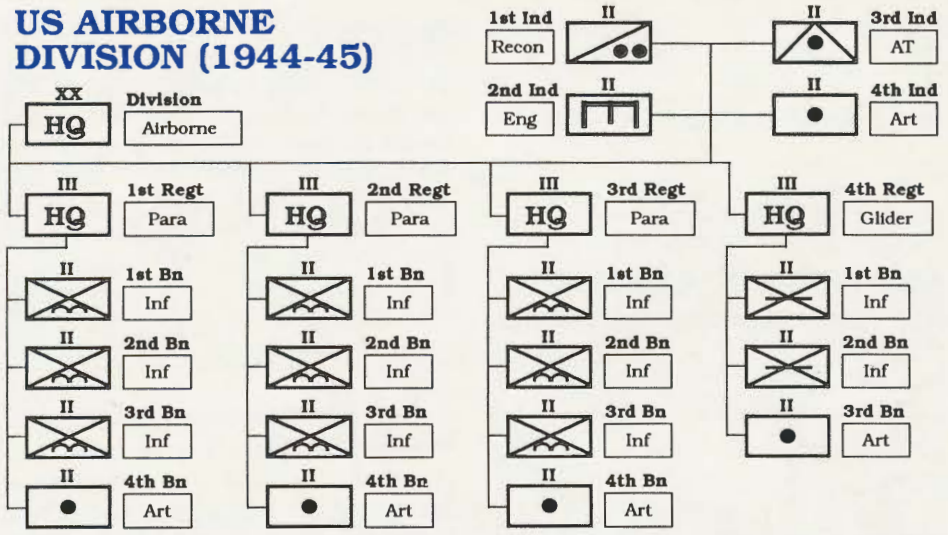
(a). One unit of each type is present in the infantry division. The artillery unit in the mech brigade is a mixture of 75mm and 100mm tubes. Use the values for the 75mm gun.

US ARMOURED DIVISION (1943-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Arm	M4A1	11	12	12	8	1
	M4A3	11	12	12	9 (11) a	1
	M5	11	12	9	5	0
Mech	H.Track	2	12	10	5 (8) b	0
TD	M10	10	10	9 (3) c	8	1
	M36	10	10	9 (3) c	10	1
Art	105 SP	13	10	6	10	7
Recon	M8	6	16	9	8	1
Eng	Lorry	7	12	6	12	0
AA	M19	8	10	6	5	1
(Art) d	155 SP	13	10	4	12	9

US AIRBORNE DIVISION (1944-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg (P)	3	5	9	6	0 (1) a
	Leg (G)	0	6	9	7	0 (1) a
Art	75mm	13	3	4	7	5
	105mm	13	3	4	9	5
Recon	Jeep	6	12	3	5	0
Eng	Leg	7	6	9	8	0
AT	37mm	8	3	4	4	0

NOTES

The American army quickly realized the vulnerability of inadequately supported armour after some unfortunate experiences in North Africa in 1942. The armoured division was remodeled to a combined arms force; essentially three separate combat commands each with a tank, a mechanized infantry and an artillery battalion. Total strength was about 15,000 although both the 2nd and 3rd divisions were over-strength due to the use of re-inforced combat commands (see highlighted OB). The flexibility of this organization allowed American armour to operate effectively as independent combat commands.

(a). Towards the end of the war, a large number of M4A3s were delivered with a 105mm tube. Use the higher tactical rating to reflect this.

(b). In the re-inforced combat command, the tank destroyer company has been amalgamated with the mechanized infantry battalion. Use the higher tactical rating to reflect this.

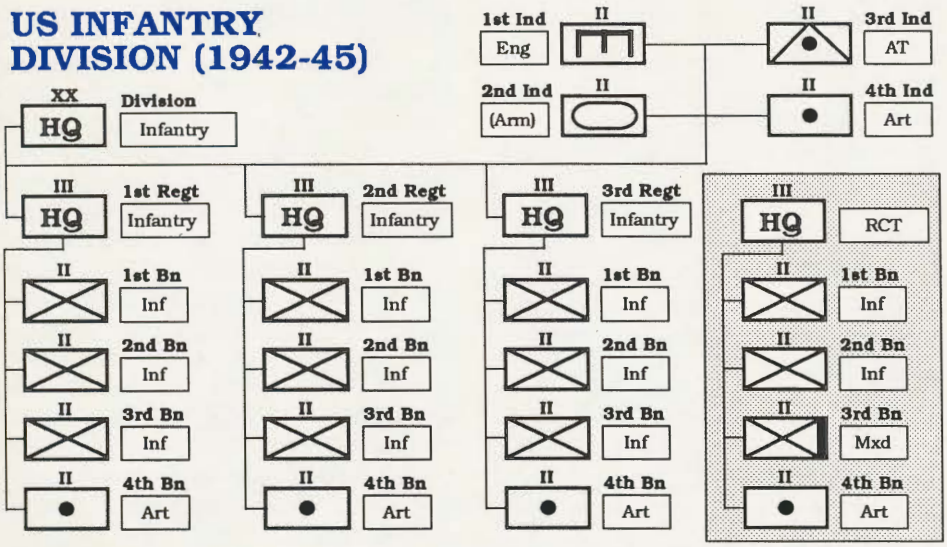
(c). In almost all combat situations the tank destroyer battalion was apportioned out to the three combat commands as three companies. Thus the company strength is three, the battalion strength is nine.

NOTES

A US Airborne division contained two or three regiments of paratroopers and one regiment of glider (or air-landing) infantry. Total strength was anywhere from 12,000 to 15,000 troops. The 105mm howitzer is a specially developed, lightweight, short-barreled piece which could be air-transported. Airborne units were occasionally used in normal ground operations and for such occasions, their infantry tactical ratings should be uniformly increased by 1 to reflect a higher provision of infantry support weapons.

(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

US INFANTRY DIVISION (1942-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	9	8	0
Mxd a	Leg + HW, Art	4	6	12	13	3
Art	105mm	13	4	4	10	7
	155mm	13	4	4	12	9
Eng	Leg	7	6	8	10	0
(Arm) b	M4A3	11	12	12	9	1
AT	75mm	9	6	6	7	1
	M10	10	10	9	8	1

NOTES

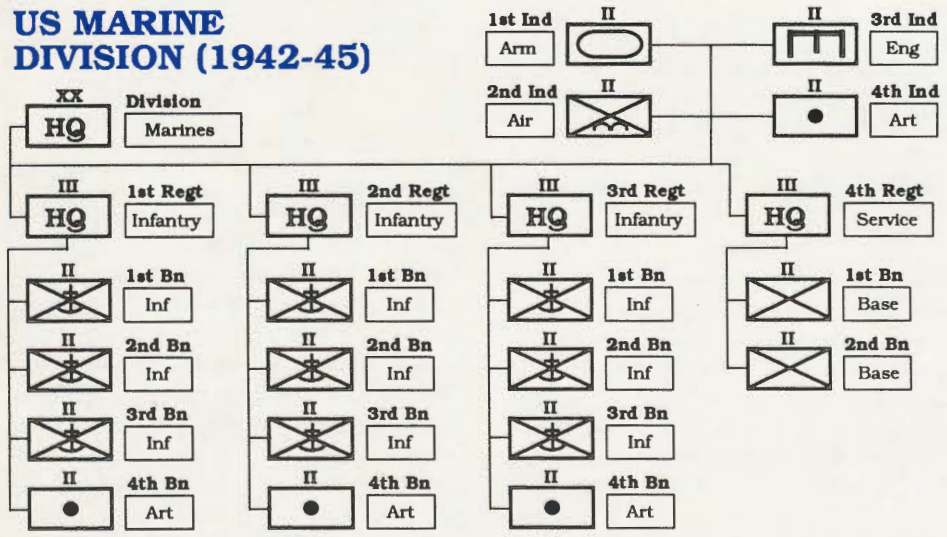
The US Army entered the war with most of its reserve divisions still the using out-dated square (four regiments) pattern of World War 1. By the time American troops reached Europe, all infantry divisions had adopted the typical three regiment structure. Division strength was approximately 16,000. Infantry battalion strength was 868.

If circumstances warranted, a division could be split into three independent regimental combat teams.

(a). The mixed infantry regiment in the RCT includes a company of 75mm/105mm howitzers and a company of 37mm AT guns. The third infantry battalion in a regular infantry regiment should have a range of 1, giving the regiment a heavy weapons bonus.

(b). By late 1944, nearly all infantry divisions had attached a tank battalion; some even had two. Prior to this date, the tank battalion should be omitted.

US MARINE DIVISION (1942-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	12	11	0 (1) a
Art	105mm	13	4	6	10	7
	155mm	13	3	12	12	9
Arm	M4A1	11	12	9	8	1
	M4A3	11	12	9	9	1
Air b	Leg	3	6	9	8	0
Eng	Leg	7	6	9	14	0

NOTES

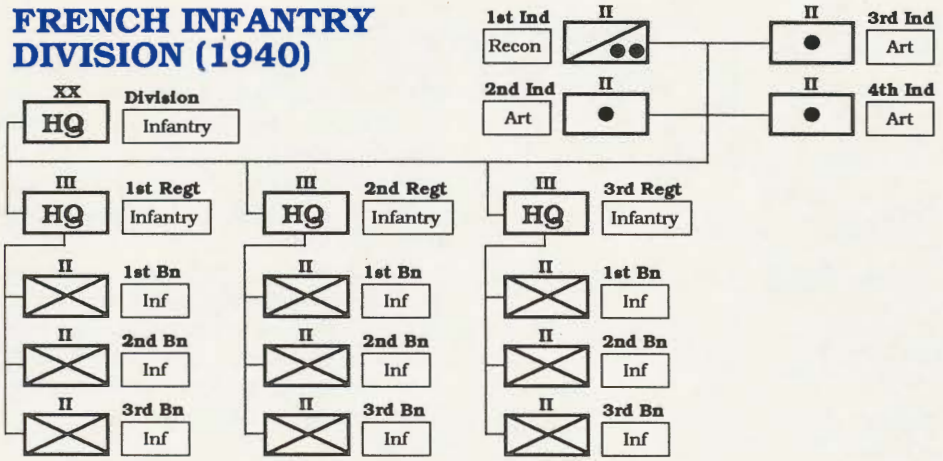
The pride of the United States military forces in World War II was the Marine Corps (at least in this writer's estimation). Marine division structure could vary widely, depending on the operation. The division was unique in that all personnel were able (and expected) to fight when necessary. The base battalions shown here as an *ad hoc* fourth regiment represent these support troops.

A tank battalion would be attached when necessary.

(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

(b). The parachute battalion could be a commando unit or other specialized unit.

FRENCH INFANTRY DIVISION (1940)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	12	5	0
Recon	MCs	6	16	6	4	0
Art	75mm	13	4	4	7	8
	105mm	13	4	4	9	7
	155mm	13	3	4	10	8

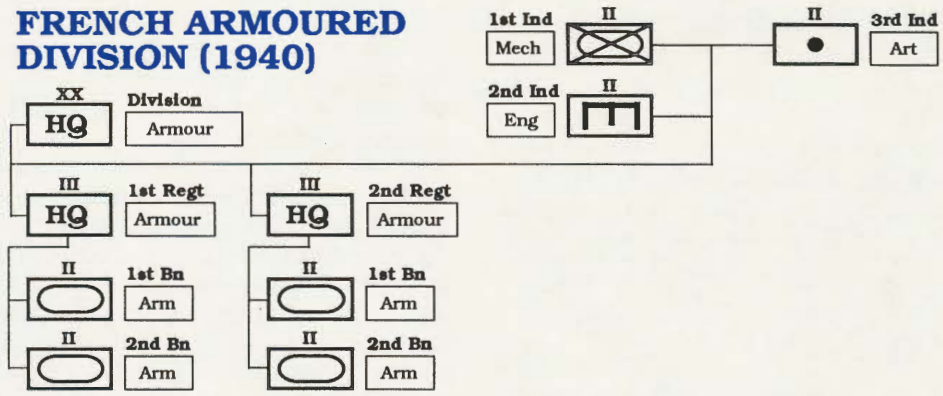
NOTES

The French army began the Second World War with several types of infantry division. The regular (active) field division illustrated here was the most combat worthy. Division strength was some 17,000 men with infantry battalions at 1,000 each. The provision of automatic and heavy weapons was poor and anti-tank guns too few and too small. The recon battalion used motor-cycles. Artillery was horse or tractor drawn.

Several divisions of this type were motorized by lorries and tractors and the recon battalion was upgraded to a regiment and provided with some Panhard armoured cars. Light tankette companies were sometimes attached.

An inferior type of field division, comprised mainly of reserve troops, used much the same organization. Modern weapons were even more scarce and artillery was usually not up to strength. Some twenty divisions (fortress) were immobilized in the Maginot Line.

FRENCH ARMOURED DIVISION (1940)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Arm (a)	H 39	11	12	6	4	1
	Char. B	11	12	6	5	1
Mech	AMRs	2	10	9	4	1
Eng	AMRs	7	10	9	6	0
Art	105mm	13	8	8	8	7

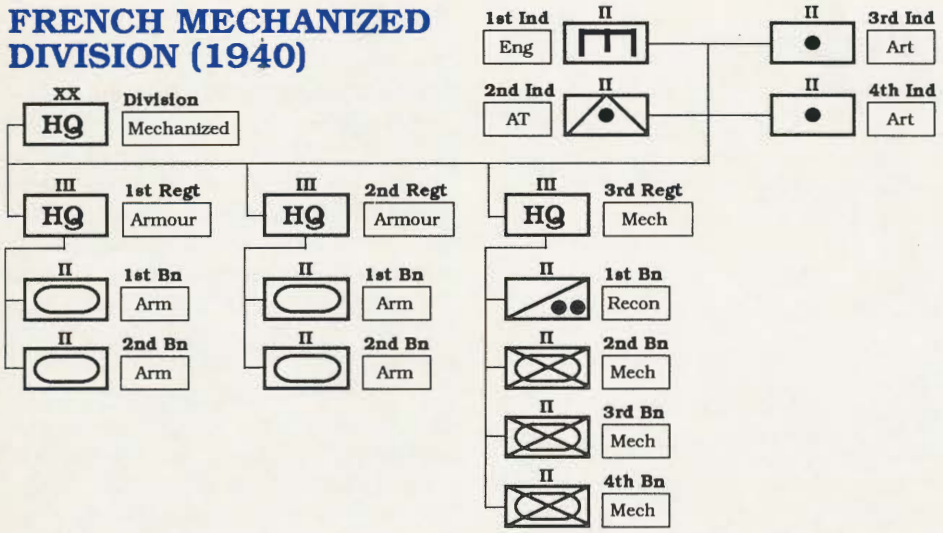
NOTES

As can be seen from the OB layout, this division was barely larger than a normal brigade; it numbered just over 6,000 men. Only four of these divisions were available for the Battle of France in 1940 and they were quickly destroyed. The infantry support was completely inadequate and the tank crews poorly trained and motivated. The tanks themselves were not much different from the German Pz Is and IIs. There were no support or supply formations attached to the division.

(a). One regiment of tanks was equipped with each tank type.

(b). The mechanized battalion included some 81mm mortars and 25mm AT guns.

FRENCH MECHANIZED DIVISION (1940)



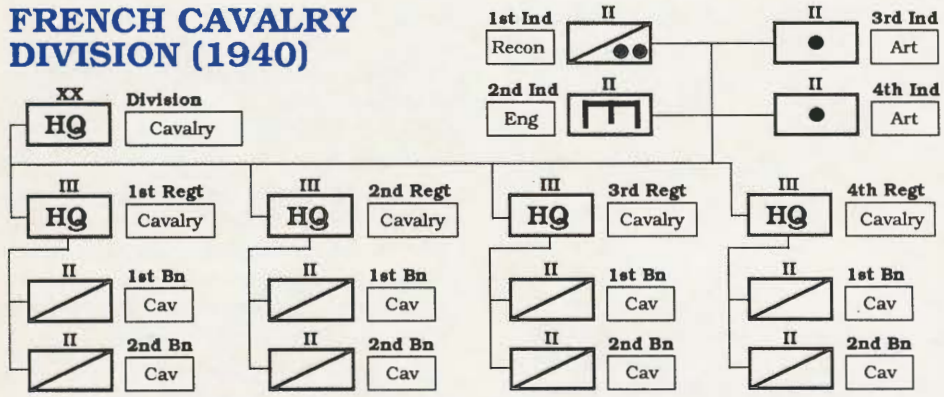
TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Arm (a)	Hot'kiss	11	10	6	3	0
	Somua	11	10	6	2	0
Recon	Panhard	6	14	6	5	0
Mech	AMRs	2	10	9	2	0
Eng	AMRs	7	10	9	6	0
AT	47mm	8	4	6	5	1
Art	75mm	13	3	8	6	5
	105mm	13	3	4	8	7

NOTES

The design of the mechanized division, like that of the armoured division, did not allow for integration of infantry and armour. Add this to the absence of motorized transport for artillery and support units and the final result is a formation sure to do poorly in modern war. A chronic shortage of radio equipment severely handicapped communications. Three divisions of this type fought in the Battle of France and all were destroyed within the first week. Total division strength was about 10,000.

(a). One regiment of tanks was equipped with each tank type.

FRENCH CAVALRY DIVISION (1940)



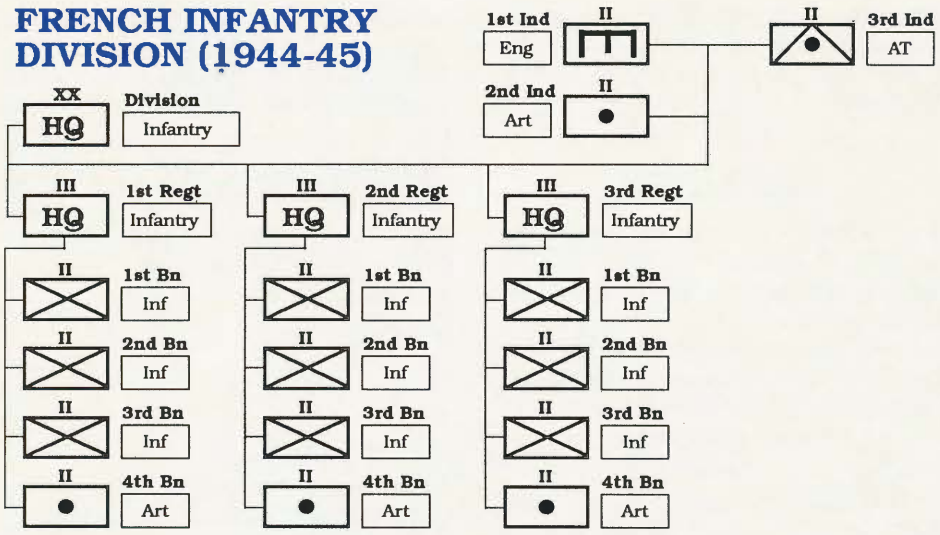
TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Cav	Horse	1	8	9	5	0
Art	75mm	13	4	6	7	8
Recon	AC	6	16	9	4	0
Eng	Lorry	7	8	3	6	0

NOTES

As with most European countries, the French army relied upon cavalry for much of its mobility. Division strength was typically 11,000 men in two brigades of two regiments each. This translates best as four separate regiments, each of two battalions. The recon battalion used armoured cars. All artillery was horse drawn. The engineer unit was typically of company strength. Anti-tank, automatic and heavy weapons were in short supply. The cavalry divisions proved completely inadequate when faced by enemy armour and several divisions were in the process of being converted to light mechanized divisions when the Armistice was signed in June 1940.

Several independent cavalry brigades were also used in 1940.

FRENCH INFANTRY DIVISION (1944-45)



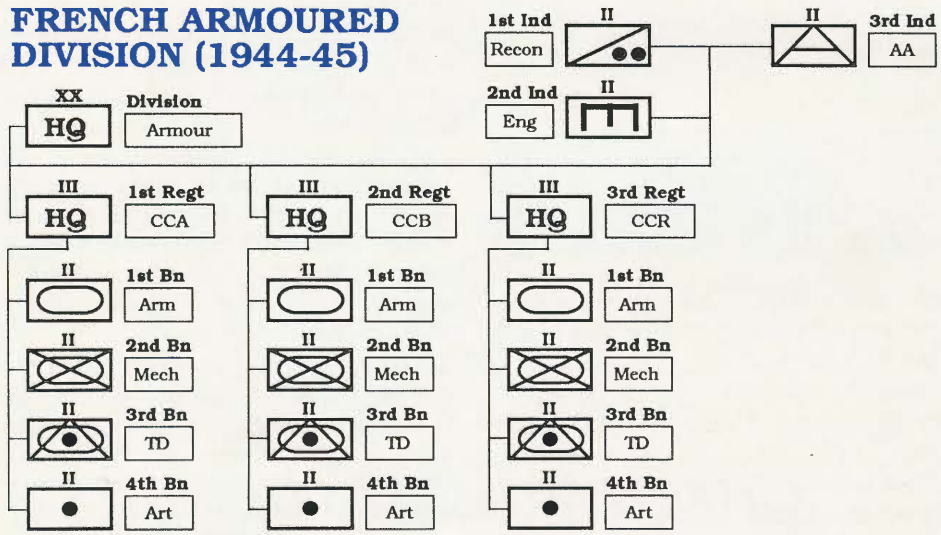
TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Inf	Leg	0	6	9	7	0 (1) a
Art	105mm	13	4	4	9	7
	155mm	13	4	4	11	9
Eng	Leg	7	6	6	9	0
AT	75mm	8	6	6	7	1

NOTES

From 1942 onwards, Free-French forces were organized and equipped on American lines. Typical division strength was 12,000 - 14,000 with each infantry battalion comprising about 750 men.

(a). When creating an infantry regiment, two battalions should be given a range of 0 while the third should have a range of 1. This arrangement gives the regiment a heavy weapons bonus.

FRENCH ARMOURED DIVISION (1944-45)



TYPE	EQUIP.	CLASS (0-13)	MOVE. (0-31)	MAX STR. (0-15)	RATING (0-15)	RANGE (0-15)
Arm	M4A1	11	12	9	8	1
	M4A3	11	12	9	9	1
Mech	H.Track	2	10	9	4	0
TD	M10	10	12	9 (3) c	8	1
Art	105 SP	13	10	4	10	7
Recon	M8	6	16	6	7	1
Eng	H.Track	7	10	6	10	0
AA	.50 Quad	9	10	4	4	1

NOTES

The first French division to fight alongside the Allies in the liberation of France was the 2nd Armoured division which arrived in Normandy in early August, about two months after the initial landings. The organization was similar to US armoured divisions.

(a). In almost all combat situations the tank destroyer battalion was apportioned out to the three combat commands as three companies. Thus the company strength is three; the battalion strength is nine.

STONES RIVER
Continued from p. 21

The ultimate failure of Hardee's attack doomed Polk's, despite the brilliant showing of Polk's men.

The further north Polk's men pushed, the closer they came to Crittenden's defenders of the Union left. As these had scarcely been troubled by Breckinridge's men opposite, they were in good shape and able to absorb Polk's final attacks.

Bragg's only hope was to win such a crushing victory on the left that a general rout developed in the Union army, which would have dealt with defenders without the expense of fighting them. Hardee came close but at no stage did Bragg exert his personal influence over that portion of the battle, unlike Rosecrans who was, in the words of one Union officer "ubiquitous" in the areas of greatest conflict, and set a great personal example to his men.

Bragg's emulation of this came when all had already been lost. Almost certainly Bragg realised this as he plunged into the Union lines on his hopeless mission to retrieve the situation. ◆

SARATOGA
Continued from p. 37

these units fought. There is no organisational equivalent of the "Corps".

Initially, the British player is going to find himself outnumbered and outgunned by the American riflemen. Gentleman Johnny must hang on until Riedesel's men arrive and turn the American right flank at which point the tide should turn and he must attack aggressively, mixing in with the bayonet.

The American player has the opposite constraints. He must exploit his early superiority as much as possible, pushing the smaller British forces back but being careful not to be over-extended and vulnerable when Riedesel's force arrives.

There are only 8 turns in this game so neither player can afford to move about aimlessly. Go for the Objective hexes as fast as possible and hang on to them grimly. And the best of British luck to you both!

VARIANTS

1. Some units were not involved in the battle and some were hesitant about actually coming to grips. Von Gall, for instance, did a heroic job guarding the British baggage train but he might have been better employed on the battlefield. Change likelihood values for both sides to 7 for all units not currently at that figure.

2. The Gates command option. Officially, Gates was in charge of this battle, with Arnold acting as his second-in-command.

Make the following changes:

a) replace Arnold as Commander-in-Chief with Gates: Leadership 3, Staff 4, Location 8,17 and change the Army Defensive Objectives #1 and #2 to #5 and #6 respectively.

b) set Learned's Division to Objective 4.

c) replace Poor with Arnold. Arnold's Divisional Ratings are Leader 6 and Staff 3. ◆

LETTERS
Continued from p. 30

Decisive Battles of the American Civil War are without doubt among the best on the market. But what about the possibility of games which cover an entire war, or at least an entire campaign?

What would be the chance of a computer simulation dealing with, for example, Lee's entire invasion of the North in 1863, or Napoleon's campaigns in central Europe between 1805 and 1807? There are a number of good board games which could serve as models, for example SPI's *Lee Moves North* or their *La Grande Armee*.

The Avalon Hill Company has promised a game for 1988 on the Civil War, but not for the Apple computer. And at this point it isn't possible to determine if their project is a strategic simulation of the war, or a collection of individual battles, like your *Decisive Battles* (but not as good, of course). But there is nothing for Apple on the horizon, so far as I know.

I hope that SSG is sensitive to their customers' desires, so I am bringing this matter to your attention. I think that there is a healthy market for some good *strategic* simulations.

William L. Santry

Woodbury, NJ

USA

Dear Sirs,

About ten months ago I was in the computer store looking for a new game. I rarely use our computer and only had one other game at home. Just by chance I came across your game *Russia - The Great War in the East*. It took me about one month to realize the potential one had with the game play, the scenarios, and most importantly the design routines.

After playing all the scenarios and campaign many times over the last ten months, I now realize why the German war machine had such great difficulties in the war against an enormous country such as the U.S.S.R.

Over the last year or so I have become very interested in WW II and have also purchased your Battlefront game. As my grandfather had moved to Germany in 1919 and my father had gone to school there (as well as myself living there for five years out of my sixteen) it is obvious who I chose to play for the most part in the game.

So far the only way I have beaten the horde of Russian infantry is either by taking command of all Army Groups or by enhancing Germany's war effort with a little help from the design routines. I can see that you did your research on the German armies well, but last night while trying to resist the computer counter-attack in the middle of winter at Moscow, I noticed that the German Second Army was not included in the campaign whatsoever.

Aside from that detail I have become hooked on the game and think it is a wonderful game, as well as a challenging one.

Yama Shansab

Herndon, VA.

USA

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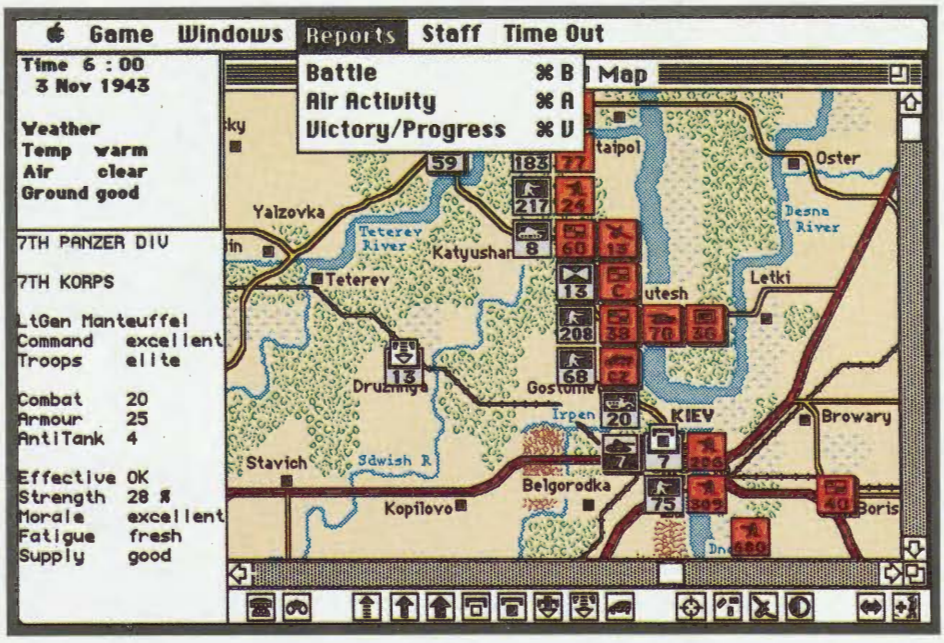

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When the Bard's scared sober, trust a thief

... like me.

When the Bard's Tale began, we lived a charmed life. Good ale. Good song. Good company. Mangar came along, but we cut him to pieces before he could blink. Soon the world got bigger, and its problems got bigger. We wandered the wilderness for months to find the pieces of that infernal Destiny Wand. But once we reforged it, Lagoth Zanta was history.

Back then, being a thief was dull. Pick this lock. Disarm that trap. When things got hot, they'd tell me "Into the shadows, wimp." I should've lifted their gold and split long ago. But it's too late now.

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Some fate.

Rainbow Dragon breathes at the party...
Redbeard repelled the attack!
Rainbow Drago
Character AC Hits Cond SpPt
1 Ironpants -21 659 659 0
2 Greenbolt -42 621 621 31
3 Backstabber -24 417 417 0
4 El Cid -20 738 738 0
5 Corvin -9 589 589 169
6 Lorini -12 410 410 389
7 Redbeard -9 471 471 371

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Identify item 58%
Hide in shadows 58%
Critical hit 58%
Press any key...
Lefty
Character AC Hits Cond SpPt
1 Lefty -4 394 410 0
2 Ironpants -21 659 659 0
3 Greenbolt -42 621 621 33
4 Backstabber -24 417 417 0
5 El Cid -20 738 738 0
6 Corvin -9 589 589 181
7 Lorini -12 410 410 338

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ESC to abort
Mountain
Character AC Hits Cond SpPt
1 Lefty -4 Dead 0 0
2 Ironpants -21 659 521 0
3 Greenbolt -42 621 483 0
4 Backstabber -24 417 279 0
5 El Cid -20 738 592 0
6 Corvin -9 589 471 47
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